

**WHAT  
POKE**

**THE  
HAND  
BOOK  
FOR  
C16/PLUS 4**



**£1.00**



## EDITORIAL

Welcome to Issue 2 of Volume 2, and as I write this item, our nationwide launch is only 2 weeks old, and early indications are that the public are in favour of our new batch of publications. Over 100 retailers nationwide have already agreed to stock the books and many more will be approached to stock the book over the next few weeks. We have targeted to have availability in around 300 retailers by Christmas. A full list of participating retailers is included in the back of this publication.

September 19th has seen the launch of yet another computer magazine, from the Newsfield stable. Angered by the success of a re-vamped Computer and Video Games, along comes Newfields answer with the Games Machine. We reserve judgement on the new mag for now, but no doubt we'll be talking about the mag very soon. Newsfield must be hoping that the new mag doesn't follow the fate of LM, enough said.

The latest Meal survey shows that 18% of homes in the UK own a sub £500 home computer, which equates to 4 million homes. Staggering figures but as with most surveys, fairly hard to understand. Let's face it, if everyone of the 4 million homes purchased only one game per week, software sales would be through the roof. Proving that there is a big gap between owning a computer and actively using it, when you take into account that 75% of a home computers use is for playing games.

Anco have recently announced that they are to drop out of C16 game production. In fact, their eagerly awaited Summer Events game is apparently their last. Anco have never overpriced their games in our opinion, and yet they have produced some quality software. When you consider the handful of companies who produce software for the C16/Plus 4, it comes as a surprise that a firm like Anco cannot make a profit, and this looks ominous for the future of C16/Plus 4 software.

All is not bad news on the software front; this month there have been one or two very good budget price releases, and for all you ACE fans, Cascade have released ACE 2, which runs only on the Plus 4 but early indications are that it's as good as it's predecessor if not better. We are not sure at the moment as to the availability of a C16 version in the future, but we have our fingers crossed.

Anyway that's it for this issue.

Bernard Dinneen  
Editor

**General**

Getting withdrawal symptoms, because you can't find a stocklist of What Poke? See our Complete Retailer Listing on Page 62.

**Pokes**

We're not called What Poke? for nothing. This Issue routines on Auf Wiedersehen Monty, Autozone, Aardvark, and Paperboy.

**Maps**

This issue we have the maps to Future Knight, Pin Point, plus many others.

**Solutions and Hints**

More Hints, and Solutions, including help on playing Powerball, Mr Puniverse, and the Budget Classic, Storm.

**Reviews**

Reviews on 8 new C16/Plus 4 releases, which include a look at the new comic strip game, Spy V Spy, Published by Tynesoft. The latest game compilation, from Audiogenic, and many more.

**Features**

When you've finished playing the games, have a look at some of our feature articles, plus this issue a new item on the world of books.

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## NOTE

We do our very best to check that all the hints we are sent actually work, but it is impossible to check the validity of all the information we receive. If you do have any problems with any of the routines in this book then please write, remembering to enclose an S.A.E., and we will do our best to answer any queries, although we cannot guarantee to always be successful.

Write with your problems to  
What Publications Queries Dept. 1338,  
Ashton Old Road, Higher Openshaw,  
Manchester M11 1JG.

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## GAME REVIEW SECTION

### The Scoring System:

Between 90-100% Rave  
Between 80-89% Excellent  
Between 70-79% Very Good  
Between 60-69% Good  
Between 50-59% Average  
Between 40-49% Poor  
Between 30-39% Rubbish  
Between 00-29% Garbage

### What The Ratings Mean:

**Graphics**- Do the Graphics add to the game.  
**Playability**- Is it logical or do you need to be Einstein to play.  
**Lastability**- Does it keep you playing for ages.  
**Addictiveness**- Does it grab you back for just that one more go.  
**Value For Money**- Is it worth the cash.  
**What Poke ? Rating**- Overall impression.

### The Reviewing Team

**Chris (Archer)** Age 37- Favourite Best Ever Games A.C.E., Auf Wiedersehen Monty. Worst Ever Games Legionnaire, Monkey Magic. Best Budget Games- Storm, Thrust.

**Aaron (Gale)** Age 16 - Favourite Best Ever Games Saboteur, Xcellor 8. Worst Ever Game- Steve Davis Snooker. Best Budget Game- P.O.D.

Title: Autozone

Publisher: Players

R.R.P: £1.99

Game Type: Arcade

While on a routine ferrying mission your scanners alert you to what seems to be signs of habitation. The source of the signals seem to be coming from the nearby dead moon. As a result of this information you are duty-bound to investigate.

So having employed your XL-PROCON surface buggy your computer directs you towards the phenomena in an area called the 'Autozone'. This area has been explored before by several probes, but all have failed to report back.

As a result of this, the area is regarded as dangerous. From the information orbital satellites have been able to obtain, scientists predict that somewhere in this zone there is a pocket through which escape should be possible.

Success depends on dexterity and quick thinking.

### Chris's Comments.

This is a must for the C16 PLUS 4 players. The graphics for this price alone are worth the money, and the game is one that will keep you going for a long while. This is a game where you won't be swearing at the programmer or the game itself. There is no-one to blame for being killed except yourself, the tune is not one of those boring ones, to drive you up the wall, it is soothing to play along to, and the graphics don't come out to attack you as they scroll along, all you have to remember is to slow down and to speed up at the right time.

On Level one, all you have to remember is that when you come to the long jump you must make sure that the front wheels are over the edge, if not you will not make it. Level two is harder and I have only got half way across but I can give a little help here. When you get to the flowers and clouds together, you can start by jumping over the first three sets and then going through the cloud, and flowers. On the next set after this you are on your own and I am still trying to get there.

At the end of each level you get the chance to bump up your bonus. It looks like you have won on a fruit machine; the light flashes on the scores and you have to press the fire button to hit the score you want, I think this adds a bit of taste to the game, Excellent!

### Autozone The Scores

Graphics 78%

Playability 83%

Lastability 77%

Addictiveness 76%



**Title:** Spy v Spy**Publisher:** Tynesoft**R.R.P.:** 9.95**Game Type:** Arcade Strategy Adventure**Guest Review by John Norman**

Spy v Spy as we're sure many of you know, is taken from the successful American magazine comic. The black and white spies battle it out for supremacy, usually with all honours ending even. The game appeared on other computer formats, some time ago, but it has taken until now for its release on our machines. It is in fact Tynesoft who have licensed the game and have done a very good conversion.

The aim of the game quite simply, is to locate various documents hidden in an Embassy, and once they are all collected, make your escape. What is unusual about the game is that the computer is merely a tool for the two players playing the game. There are numerous objects, spread about with which the players must construct booby traps in the hope that the other player will fall into the traps. For each trap, there is of course a remedy but it is up to the players to equip themselves. You can play against the computer or another player, but it is advisable to play on your own in a 2 player game at first in an attempt to learn all the little tricks.

The action takes place in wonderful simulvision, which splits the playing screen in two, and shows for each player his spy, and the room they occupy. Obviously at times, both spys will be in the same room and therefore both screens will be identical. You also have on screen a wonderful piece of equipment called a Trapulator. This is the item which allows you to set the traps, from buckets of water to put over doors, to time bombs to blow your opponent to pieces. There are also remedies to booby traps such as an umbrella to be used against the hucket of water.

Both players have energy levels, and if you're caught by too many traps, you could find yourself flying to heaven, leaving your opponent to clear up and win the game.

Spy v Spy plays very well with some good animation. You need to put aside a fair bit of time to practice if you're to get the most out of the game. Playing a friend is certainly recommended and can be great fun. The computer can be very hard to beat, so get practicing. It is a game that does perhaps lose its appeal the more you play and win, but overall, a fair level of enjoyment, and many days of fun.

**Spy v Spy: The Scores**

<b>Graphics</b>	83%
<b>Playability</b>	79%
<b>Lastability</b>	73%
<b>Addictiveness</b>	76%
<b>Value for Money</b>	72%
<b>What Poke? Rating</b>	77%

**Title:** Starburst**Publisher:** Arilasoft**R.R.P.:** 2.99**Game Type:** Arcade

They called themselves scientists. They were fools.

To them it had been a simple experiment to discover what made their planet's core active and it had all gone badly wrong.

The planet Sistasis had exploded and only the mutant, evil Plastron Boulders remained.

It's up to me now, I have to battle the Plastron Boulders and try to save the galaxy...

Starburst is a game that is bright on the eyes and heavy on the reflexes. You have four lives these take the form of gauges at the top of the screen (Orange/Purple/Yellow and Green). When a ball touches your ship the gauge will pulse and start to decrease. When it reaches zero the screen will clear and you will start over.

There are eight different balls but only four will start the gauges (those balls are the same colour as the gauges clever huh?). The other four balls are Rogue balls (Grey/Blue/Red and Pink) these generally get in the way and have a different purpose on each screen.

**Chris's Comments.**

When you first see the game you think its a load of rubbish to play, but this is one of those games where players will find out just how good they are at arcade games. I managed to get to level three but could not finish it. The game wound me up and blew me out clean, it is not for me, though I must say its a good game if you can stand the pace. On the first level you have to first light up the home pods on the top and bottom, then get the Plastron Boulders in the right colours, after this you have to get the white Plastron to hit the four core pods that appear in the corners, also watching the white boulder making sure that it does not touch the coloured home slot or it will bring them out again and the time will tick away. If you clear the core pods you will then get a bonus run, so hit everything that you can see to get a high score. On the second level you have to run round a square to clear the screen and get another bonus run, on the third screen you have to hit the bottom ball, and when you have shot it enough times, it will jump up to the next line, you then have to keep shooting at the ball on that line. If you get to the top line, which I did not do, you should get another bonus run. This is a game that is well worth the £2.99, but probably not suitable for those with pacemakers.

**Starburst: The Scores**

<b>Graphics</b>	63%
<b>Playability</b>	74%
<b>Lastability</b>	66%
<b>Addictiveness</b>	63%
<b>Value For Money</b>	64%
<b>What Poke? Rating</b>	64%



**Title:** Auriga

**Publisher:** Players

**R.R.P.:** 1.99

**Game Type:** Arcade

Earth needs the deadliest pilots for its new Space Fighter Squadron. Are you skilled enough to become one?

The test is this.....

Journey through Uncharted Systemis and do battle with the Myriad of enemies found within. If you succeed in keeping your AURIGA class ship intact to the very end, you will be able to join the Ranks of Starfleet. Do not worry if your Fighter's fail to survive the onslaught, you will be withdrawn from the test to try again later. There are 16 systems to enter before you can become a Fighter Pilot. Once this goal has been reached, you will be tested further.

#### Chris's Comments

Oh I thought, not another type of Space Invader clone, but how wrong I was. It is one of those games that even the less dedicated players can get into, as it increases in speed the further into the levels you get. It is very addictive as in the Space Invader style, as you always want to see just what that next level has in store for you. Try playing with a friend to give you that little extra incentive to progress. Good entertainment at a fair price.

#### Auriga: The Scores

Graphics 62%

Playability 66%

Lastability 55%

Addictiveness 63%

Value for Money 65%

What Poke? Rating 61%

**Title:** International Karate

**Publisher:** Endurance (Prism)

**R.R.P.:** 2.99

**Game Type:** Karate Simulation

Re-releases of full price games at budget prices are fairly common, but usually they are repackaged. International Karate makes a return visit, in all its old glory, but at £4 cheaper. It was not one of our favourite games when first released, but it did seem to appeal to the majority of magazines, so at a £2.99 price tag, it may be a worthwhile purchase. Kick and chop around 5 different world locations. If you missed it at a full price, then it should be worth a go at £2.99

What Poke? Rating 63%

**Title:** Powerpack Vol.1

**Publisher:** Audiogenic

**R.R.P.:** 7.95

**Game Type:** Arcade Compilation

4 Audiogenic re-releases for the equivalent of a budget price each.

Tomb of Tarrabash is an arcade adventure along the lines of Tom Thumh, but by no way near as good. Get to the fourth level and find the treasure.

Kaktus is a sort of plant space invader game, where you blast away at the nasties that swarm around trying to kill off your cactus.

Leapin Louie is by far the most well known game on the tape, and is another arcade style game where you guide your leaping man to collect objects on various screens.

Chip Factory has you flying around screens, collecting and moving all sorts of electronic equipment. A maddening arcade game.

#### Chris's Comments

Certainly a game worth buying if you've played non or only one of the four games. I found all the games a little weak on graphics and Tarrabash and Leapin Louie very hard to play and succeed in; but on the whole, a few hours of fun in the four games.

Powerpack Vol.1: What Poke? Rating 62%

**Title:** Starforce Nova

**Publisher:** Mastertronic

**R.R.P.:** 1.99

**Game Type:** Arcade

In 5112 the Earth had been reduced to a charred land mass, as a result of years of War. Many humans had survived in shelters and at last a massive space lift had been organised to lift the survivors off Earth to look for another inhabitable planet. Their desperate search had led them to travel through the F dimension, an area of the galaxy about which very little was known.

Your role is as Captain Paul Squires, ace pilot and all round good guy, and it's your duty to protect the civilians from any dangerous life forms they may come up against in the F dimension.

#### Chris's Comments

Could have been a really good budget game, if a little more thought had gone into it, but as it is, it appears that some objects are totally unreachable, so making the game very difficult to complete.

#### Martins' Comments

A game very easy to get into, and very easy to put down, one of Mastertronics poorest releases to date, looks as though it's been rushed together.

Starforce Nova: What Poke? Rating 48%

Title: Aardvark  
 Publisher: Bug Byte  
 R.R.P.: £1.99  
 Game Type: Arcade Adventure

Control the Aardvark's tongue and clean the ants up. Beware super ants and caterpillars which can kill Aardy. Worms can only be eaten tail first. As the sun goes down, the spider comes out; that can kill Aardy too. Eating a Queen ant kills all the enemies on the screen. The game has 16 levels and over 1000 maze combinations. Extra lives at 10,000 points and every 15,000 afterwards. Bonus awarded on completion of burrow.

#### Chris's Comments

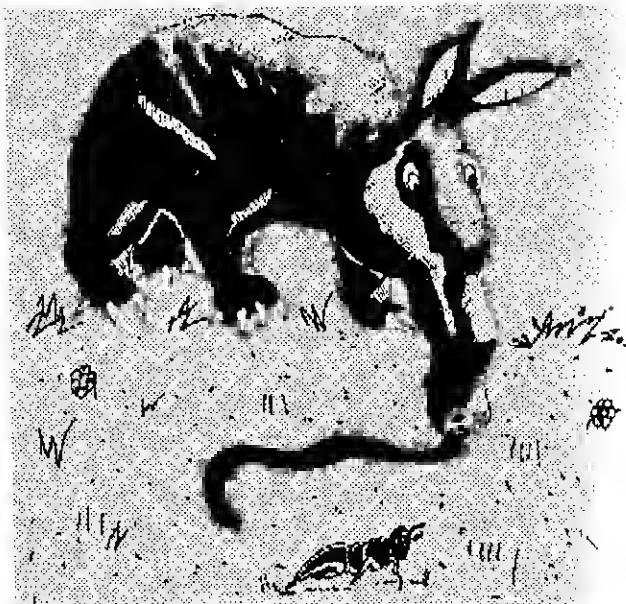
First impressions are very important, and I must admit that I was taken by the graphics in this budget release. They were all clear and you could see all the different creatures and make out what they were meant to be. The kids will love it.

The trouble is although it's nice to look at, it is a real swine to play. You need a very responsive joystick and the youngsters may enjoy the graphics, but will soon get fed up of losing all their lives without being able to progress too far into the game.

Some may see it as a challenge, I just got fed up of losing. What a shame that you weren't able to see the 1000 maze combinations and 16 levels.

**Aardvark: The Scores**

Graphics	68%
Playability	46%
Lastability	44%
Addictiveness	41%
Value for Money	48%
What Poke Rating	45%



## 'THE LAYMAN'S GUIDE TO HACKING'

by Kevin Cave



Did you know that 'hacking' is not just your regular, Richard Adler (remember 'Whiz Kids'?), 'let's break into this super computer with my Patent Password Program' stuff? Well, what is it then?" I hear you exclaim. I can tell you now that the word 'hacking' can also be termed as 'the breaking into, and finding 'pokes' for, computer games'.

'What do you need to break into games?' Obviously, you'll need a C16/PLUS4! (and, of course, the game that you wish to hack). And that's about it!, you practically have everything there! - or have you?

C16 owners will have no trouble at all finding pokes for most of their machine's games, BUT, there are, and will be, one or two exceptions to this, as you will see later. PLUS4 owners should have no difficulty at all with ANY of the C16 games. 'So what does the PLUS4 have that the C16 doesn't?' The short answer to that question is; memory. One of the main methods I use with my PLUS4 to break into games, is to transfer crucial parts of code or data within a game, to memory that is not used by the C16 game at all. That way, it is then possible to re-start the game if it crashes, (or tries to throttle you), or something.

The other things that you will need are (1) A book that will give a 'memory map' of the C16/PLUS4. 'Eh? memory map?' Don't worry!, a memory map is basically a piece of paper with a list of hexadecimal numbers on it, and usually has an explanation of what these memory locations do when different values are put into them (eg. if you put a value of 0 into memory location \$FF19, then the border colour would go to black). the book I use is 'Using the Commodore 16' - by Peter Gerrard. Even though I have a PLUS4, the memory map is still the same. The book also contains other useful information, including chapters on machine-code and also a list of machine-code commands. Which brings me onto the other thing that you will need; (2) Some knowledge of machine-code programming. Again, don't worry! I myself can't even program 'Space Invaders' or

anything like that, but I can understand other peoples programs, and be able to write small machine-code procedures to poke these games. By looking into other peoples' programs, you gradually gain your knowledge of machine-code, bit-by-bit (excuse the pun!). If you have a book containing a list of the 6502, (that's the name of the original micro-processor that the machine-code on the C16/PLUS4 uses is based on), machine-code commands, then there is an explanation of what the command does, added with the list. Also, there may be some good books in your local library that are on the subject. Watch out though, some of them can get pretty deep into the subject!

So now you have all the necessary equipment, and you have the games cassette waiting in your cassette recorder. What do you do now? Well, there are a great number of different methods that the software companies use to load in their games. Mostly all of these games are Turbo-Loaded in some form or another. Sometimes, you are able to directly reset the game into the machine-code MONITOR, sometimes, in the case of 'Gullwing Falcon', you can get a nasty border-flash effect if the reset button is pressed, or, even though you knew the starting address of the game, it keeps on crashing when you try to run it! The main priority of the hacker is to get the game into a totally resettable, re-startable form, then you should worry about poking the games!

My first step in doing this, is to see what type of turbo-loader the software companies are using to load their games. One of the earliest, and most convenient turbo-ers is the NOVALOAD turbo-loader. It is the easiest one to break into! Just stop the tape the second the screen display comes up with the NOVALOAD message. Simple. You then reset into the monitor, and you can dis-assemble the code for it. The actual code is held between memory locations \$033C to \$03F2. I always follow the principle that the key to the game is its turbo-loader, and so I always use these loaders to create the game into a useable form. The way to use NOVALOAD is this; once you have reset into the monitor, it is possible to use the turbo-er with the 'LOAD' command in BASIC!, you have to change two memory-locations so that they will tell the computer to jump to the novaload turbo-er when you type 'LOAD'. So, in MONITOR, type: >032E 3C 03 (return).

Location \$0326 is what is called the 'LOAD VECTOR', and the values that are put after it represents the address of the turbo-load program - 033C. 'ERE!', wait a minute, shouldn't the vector be set like this: >0326 03 3C? No, this is a common mistake. It's the way that the computer looks at memory locations. When it looks at a vector, it wants to see the second half of the address location before the first half - it's just a minor inconvenience!

After you have set the vector, you can now exit into BASIC, and type LOAD 'name' (return). Now comes the fun part of it! Did you know that the very first part to be loaded in, can be loaded by: LOAD 'NOVA'! This is in every game turbo-ed by Novaload. If the whole game loads in just one



part, then that is very convenient, the problem occurs when there is more than one part. I shall go through an example of a C16 multi-load game called 'PROJECT NOVA' (very appropriate name that, now that I come to think of it!). When we have done everything mentioned earlier, and loaded the first part of the load with LOAD 'NOVA', if you typed LIST, you now have the name to the second part of the LOAD: 'CASS'. Now, this next part is a machine-code routine to load in the rest of the game. This routine is called by the program (SYS 679). We want to dis-assemble this routine, so that we can break into the game, without it starting. If you went into the MONITOR, and typed 'D 0679', you would not get very far. The '679' is in DECIMAL, we want the HEXADECIMAL version of the number. Again, worry not! There are two very handy commands, the C16/PLUS4 has; one, HEX\$. will convert any decimal number from zero to 65535 to a hexadecimal number (65535 being FFFF in hex). The other command, DEC, will do the operation the opposite way around - hex to decimal. The syntax (just means now the command is typed in) is of the form 'PRINT HEX\$(number)', and 'PRINT DEC ('hex number in quotes')'.

So, if we type; PRINT HEX\$(679), the answer is 02A7. Therefore, we go into the monitor, type 'D 02A7' (return) hey presto!, we have the machine-code loader program! What this program does is simulate you typing in 'LOAD A' then 'LOAD B', lastly, 'LOAD C', if you do that then all the game will load in. How did I arrive at that conclusion?, well firstly, the first line of the m/c program, 02A7 LDA #\$41, #\$41 being the hexadecimal value for the letter 'A'. The next line stores the value at the location where NOVALOAD looks for the filename. The JSR \$02C0 is a 'JUMP TO SUBROUTINE' at address \$02C0. The subroutine is the machine-code version of LOAD, and this loads in the first part of the game. Because 02C0 is a SUBROUTINE, after the LOAD it jumps back to the next line (ie, after the one which called the subroutine) of m/c. INC \$02FF, means that the value #\$41 in location 02FF is incremented by one.

Now, the name of the next load is B. Lastly, C is the last load. After all these, JMP \$0C00 will start the game. BUT WAIT! what is that suspicious looking rubbish at the top of the screen, after the last load has happened? That's what I'm going to discuss with you next month.

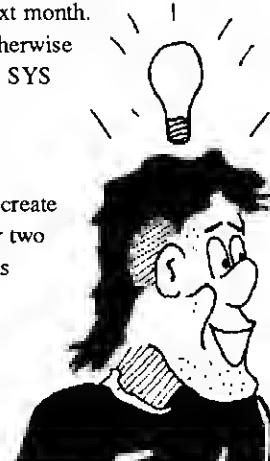
I'll tell you now that it's vital not to type over it, or clear it in any way, otherwise you won't be able to start the game! Meanwhile, try and find the decimal SYS command to start the game.

**Hint:** Use PRINT DEC ('hex number').

I'm not giving everything away!

**NB.** After typing load 'A' (return), and the first part of game has loaded, create a small window, 3 lines up from the bottom of the screen, then load other two parts before typing SYS command to start the game. Also, after game has started, if you press reset, you will be unable to re-start the game. I'll explain what is happening, what you can do to counteract this, and I will supply a poke or two as well!

Byee!



KES \* POKES \*

S \* POKES \*

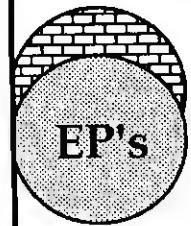
## Game Playing Classifications



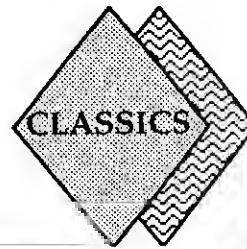
**HOP** (Hot Off Press)- The very latest in game help received on the very latest software releases.



**NEW**- Help on the games released 3 months prior to publication.



**EP's** (Ever Presents)- Help on the older games that still remain popular.



**CLASSICS**- Help on the games that have proven a landmark in computer game history.

### APOLLO MISSION

255 lunar landings by Graham Vassie

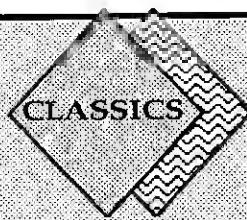
LOAD, RESET INTO MONITOR

TYPE THE FOLLOWING:

A 32A0 #SFF (return) FOR 255 LIVES

G 3B2E (to start)

NOTES ON GAME: BE CAREFUL WITH THE FUEL AS THE GAME ENDS WHEN IT RUNS OUT. WHEN THE ROCKET IS READY, GO TO THE RIGHT OF IT AND PUSH AGAINST IT, THE SECOND PART OF THE GAME WILL NOW START.



### BIG MAC

Heavy on the ketchup, thanks to Chris Archer.

Load and reset/runstop

Type M23BA and enter

Put BD in first line for infinite lives

G1B58 to run game.



### BANDITS AT ZERO

Chris Archer gets to grips with this shoot em' up

POKE 11100,96

Enter monitor and type

G3600 to run and be bullet proof.

### CUTHBERT IN THE COOLER

Chris Archer comes to the aid of Cuthbert.

Load and reset/runstop

Type M1138 and change 34 to FF

Type G1070 return

### BEACH HEAD

Up and at 'em with help from Stephen Avis.

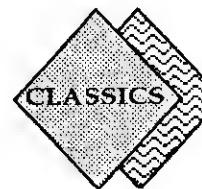
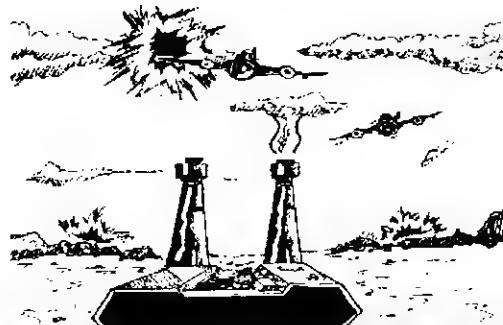
Load and runstop/reset

Type X return

List 2000 return and change 5 in

(5H = S to the amount of lives required)

Then type RUN



### DIAGON

Pokes courtesy of Aaron Gale

- 1) RESET
- 2) POKE 12864,X: X = lives
- 3) POKE 9605,234  
POKE 9606,234: Infinite lives
- 4) POKE 13749,X: X = lives added at end of level
- 5) POKE 7326,96: M-Droids go in straight lines
- 6) POKE 8663,96: No barriers
- 7) SYS 12888

### BLAGGER

Aid on this arcade classic from Chris Archer

Load and Reset

Type POKE 13C66,48 for extra lives

SYS 9242 to run game

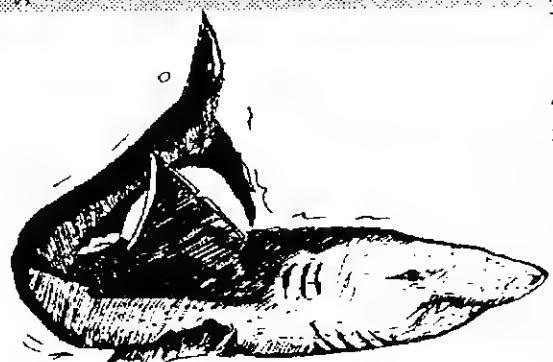
### EXORCIST

Watch out for Spectre's with help from Chris Archer.

Load and reset/runstop

Type M2484 Type 68 in first line for infinite energy

Type G3B00 to run



### DARK TOWER

No more forbidding towers, thanks to Aaron Gale.

- 1) RESET
- 2) POKE 6618,X: X = lives
- 3) POKE 8138,234  
POKE 8139,234  
POKE 8140,234: Infinite lives
- 4) POKE 12590,96: No nasties
- 5) SYS 7744

### SHARK

Watch out Jaws, Chris Archer's here

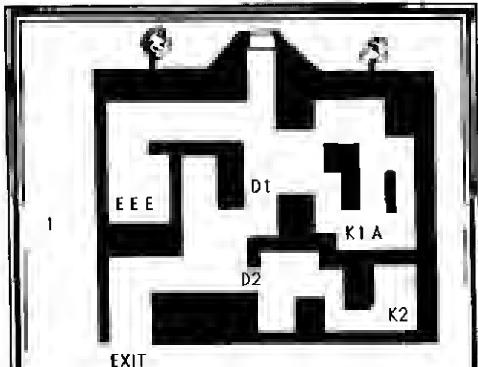
Load and runstop/reset

Type M3212 and change all C3 to FF

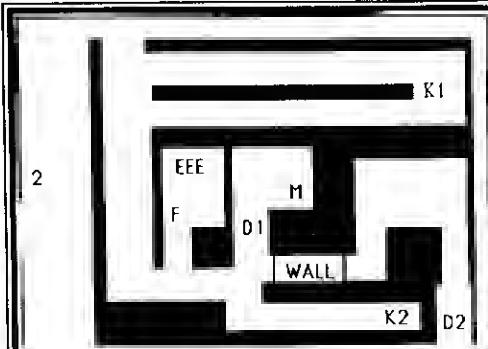
Type X return SYS 8192

**FIRE ANT**

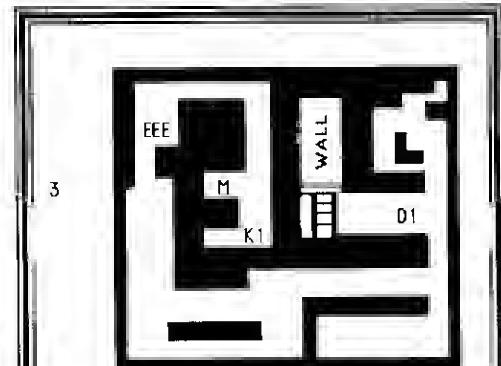
Solution by Graham Vassie



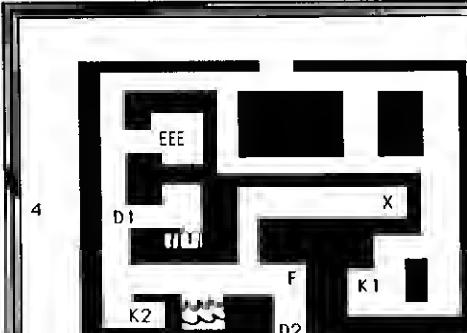
Pick up Apple (A), go to the entrance which will then open door 1 (D1). Then take key 1 (K1), take eggs, go to D2. Take K2 to exit.



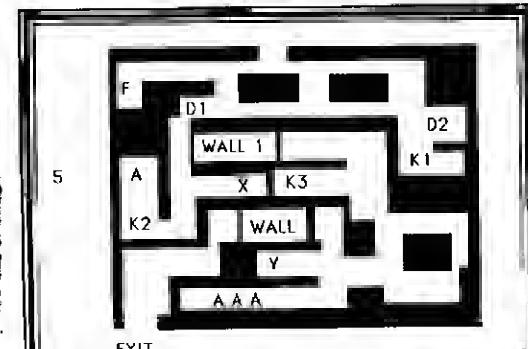
Take K1, take eggs, go to D1, take mushroom (M), take fungus (F), go to wall, take K2, go to wall, go to D2.



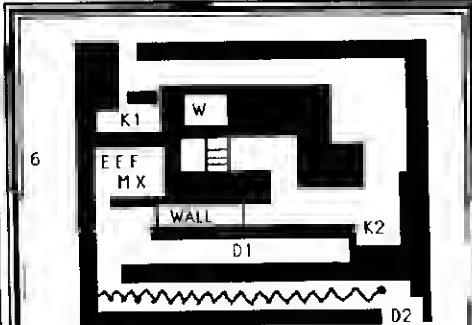
Take eggs, take mushroom, take K1, go to D1, go to ladder under wall, activate wall, then move away. An exit will form, then leave.



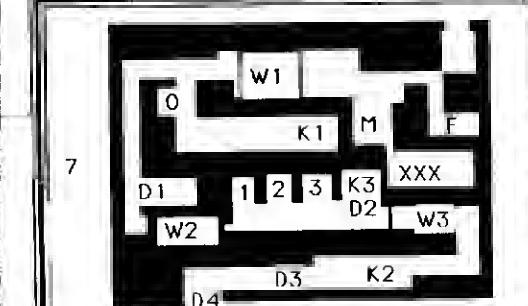
Take eggs, take K1, go to D1, take one of the blocks at a time, and build a bridge over the water. Do not move too far out when placing the pieces. Take K2, take X, take blue fungus (F), leave through D2.

**FIRE ANT**

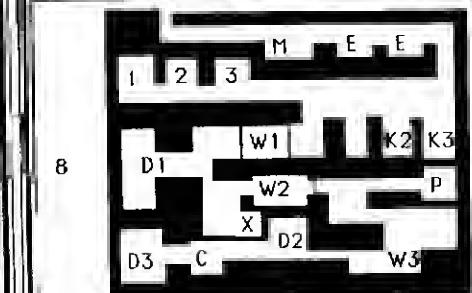
Take K1, open D1, take object A to end X, take blue fungus F. Go to X. Activate the wall and quickly take K2 and open D2. This will release Air. Take the objects AAA to Y one at a time. When all are taken, take K3 and go to exit.



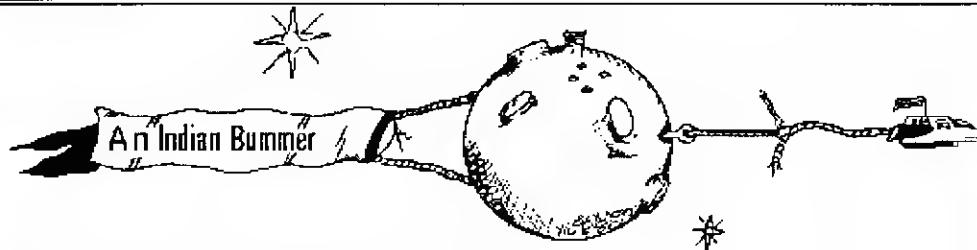
Take K1, go to ladder. Activate the wall. A clearing will form. Take eggs, take mushroom M to D1, but do not go any further along the tunnel. Take X and now go to the end of the tunnel where D1 was. A bridge will form. Take K2, go to D2, and leave.



Take fungus F, take mushroom M. Take each of the objects at X to wall 1. It will then activate and vanish. Take K1, open D1, and move to the end of that tunnel. An object will appear where K1 was, take it, wall 2 will activate, but it will not vanish. Simply walk through it, take objects shown at 1, 2, 3, in turn to wall 3. It will vanish. Take K2, open D2, take K3, go to D3. An opening will appear at O, go into the opening, then leave the screen through D3 and D4.



Take mushroom M, take eggs, take object 1 then 2 then 3 to wall 1. It will then vanish. Go to X, a key will appear K1, take it to D1. A snail will appear and remove wall 2. Take object P to wall 3, take K2, open D2. A creature will appear and remove C which is deadly to touch. Take K3 to D3, the game will now be completed. Simple.



## AN INDIAN BUMMER - PART 2.

**The Story so far.** Running Laces has been filling in Black Holes with inhabited Planets, which is unethical, and has resulted in him inadvertently insulting the Chairman of the Federation. A reward of 50,000 credits has been offered for his arrest - dead or alive. Now read on.

The word had gone round the Federation that Big Chief Running Laces was due to land at Zargon 21, and a huge crowd was gathering to welcome him home. It was not everyday that a notorious criminal came to town, and the prospect of a lynching was guaranteed to raise the size of the gate. Arfor Haley had taken time off to visit. Plebicans were not invited to many parties, which in itself would have ensured his attendance, but Arfor was anxious that there should be no trial. He didn't want Laces to explain who had introduced him into the Black Hole Demolition Business, or any mention of the Frechold Rights to America, and so it was Arfor who was leading the baying for Laces blood.

Laces was blissfully unaware of his fate, and if he had been conscientious in his work, this story would have been very short. Luckily for him, bunging inhabited planets into Black Holes, was not his only breach of Federation Codes of Practice. As all you Space Pilots will know the most dangerous time in space travel, is the take off and landing, and Federation rules insist that at these times the pilot must be in control of the craft. Unfortunately the Federation had not reconciled this requirement with the restrictions of teleporting, which can only be carried out in deep space. If Laces was to take advantage of teleporting down to Bristol Cities he could not pilot the space ship - if he piloted the spacecraft he would be faced with delays at the Spaceport and a tedious land journey to the arms of his beloved. There was no contest, and it was thus that the Droid Malcolm went to the party, whilst Laces teleported down to Bristol Cities Bar.

Laces was surprised when he landed in the Bar. Normally the place was heaving, usually in sympathy with Bristol Cities bosom, but today the place was deserted, except for Bristol Cities in tears, and two strange characters. The Videoscope was tuned into the Spaceport where a commentator was describing the landing of Laces spaceship. The landing was uneventful, and a hush fell on the crowd as Malcolm descended from the craft. It did not last for long, as Arfor whipped the crowd into a frenzy. "Remember the Alamo" he screamed, revealing once again that Plebicans may be good at business, but have as little knowledge of history as the majority of our readers. Malcolm looked pleased at the reception - it was a lonely life for a Droid working on Black Holes, and he looked forward to company. This WAS company. "Lynch him" screamed Arfor, but then lost himself in the excitement of the moment. "Lynchings too good for him!"

"Roast him!" The mob considered the proposal, found a certain logic to the suggestion, and joined in the chanting "Roast him...Roast him... Roast him."

Some of you may be wondering why the crowd did not recognise Malcolm for what he was. You have probably heard that in the past, dog owners were considered to always end up by looking like their dogs. This phenomenon was reversed when Droids became the servants of living beings. Droids ended up by always looking like their masters. Malcolm was no exception, and the Feathered War Bonnet he always wore added to the confusion. The Slow Fire was prepared and Malcolm was led to it. Laces watched the Videoscope in astonishment.

Meanwhile at the other end of the Galaxy the Intergalactic Mastermind Final was reaching its climax on Veget 23. The Carrott had done particularly well in its specialist subject 'Renaissance Art 360 - 410 AD (After Dare) and now it was the Turnip's turn.

"What is your specialist subject?" asked Marvin Marigold.

"Master Criminals" replied the Turnip.

"Your specialised questions, start, NOW. Who insulted the Federation...." As this round began, Deadly Nightshade slipped from the Auditorium. His master, the Turnip had given the signal to begin the greatest crime of the Century. They were about to steal the accumulated chlorophyl deposits of all the Veget planets. As you know chlorophyl is the life source of all plant life, and as such is highly regarded by any vegetable. Now that Vegetables had acquired Intelligence it was natural for them to evolve a banking philosophy and accumulate their most precious asset. This was about to be stolen. Timing was essential. Deadly Nightshade knocked on the door of the vault, and was challenged by the Tomato Guards. "I made a small deposit, this morning, but I am catching the Space Liner Titanic in half an hour, and need to cash it in"

After inspecting the paperwork the guards let him in, to be suddenly confronted by a loaded water pistol. "What's that!" they laughed. Silly Tomatoes - the Turnip was not the greatest criminal of

all time for nothing, and this was no kiddies gun. Deadly Nightshade fired. A Tomato which has suddenly lost all its water content is not a pretty sight; in fact there is very little left after the water has gone, and so what was left was hardly visible at all. In no time at all Deadly Nightshade had gathered all the Chlorophyl deposits and was away to catch the Liner Titanic. As the giant Liner left on its maiden voyage, the Turnip was facing his final question.

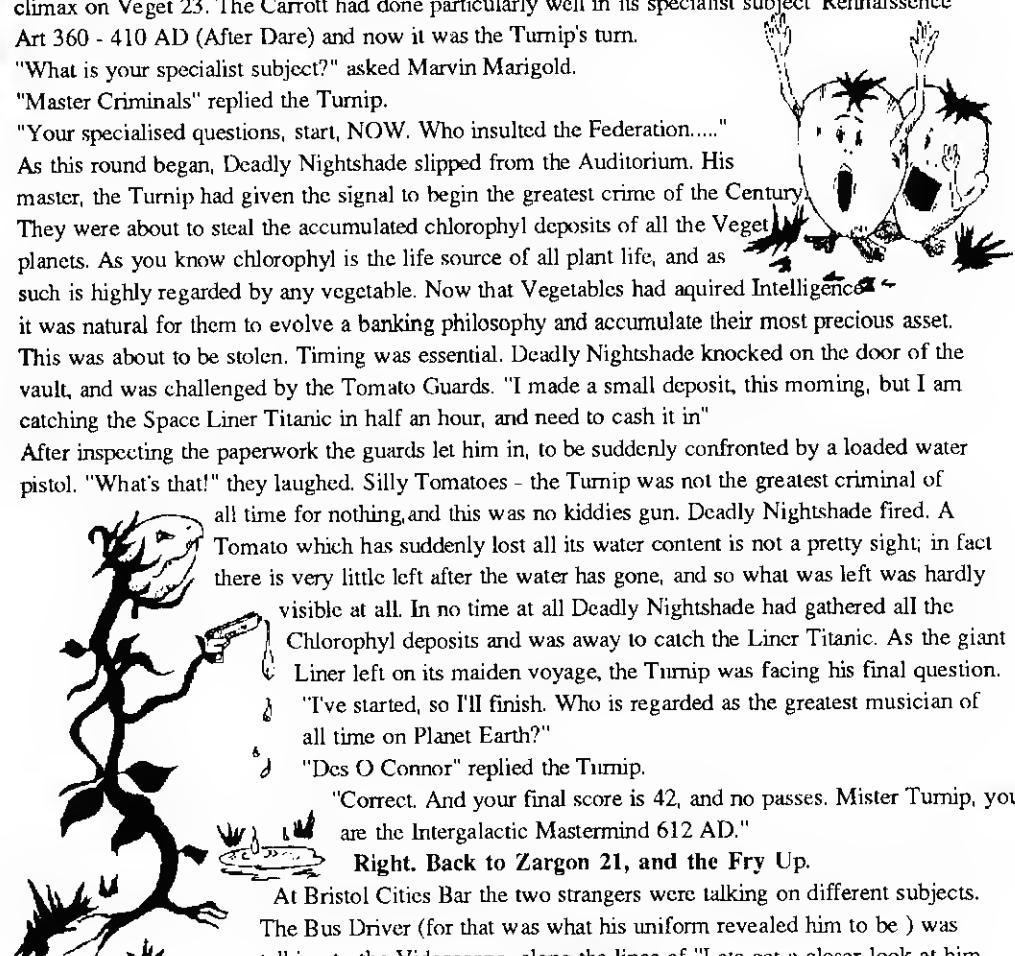
"I've started, so I'll finish. Who is regarded as the greatest musician of all time on Planet Earth?"

"Dcs O Connor" replied the Turnip.

"Correct. And your final score is 42, and no passes. Mister Turnip, you are the Intergalactic Mastermind 612 AD."

Right. Back to Zargon 21, and the Fry Up.

At Bristol Cities Bar the two strangers were talking on different subjects. The Bus Driver (for that was what his uniform revealed him to be ) was talking to the Videoscope, along the lines of "Lets get a closer look at him



roasting", whilst the other individual was explaining about his latest operation. "And so when I saw this new arm advertised I knew that I had to have it. You may think that my old arm had not yet started to play up, but my philosophy has always been to change parts about every two years, and that way you avoid expensive repair jobs." Bristol Cities was still crying in the corner, and had not noticed the arrival of Laces.

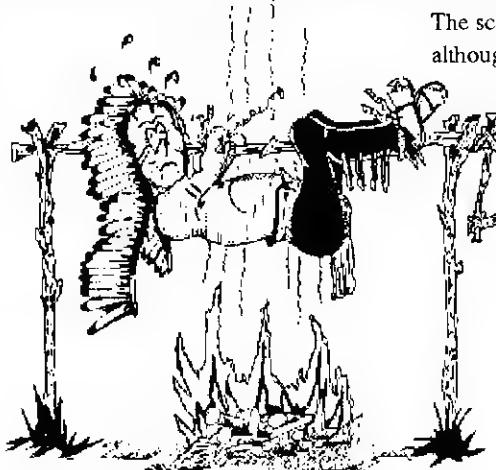
"Service!" cried Laces, and Bristol Cities saw Laces for the first time. Luckily for Laces the other two took no notice, being entirely absorbed with their own private conversations. Oh, by the way, I promised to reveal Bristol Cities mark on the Sam Fox scale of excellence. It usually is 9 (hurricane force) but on this occasion it went up to 12, such was her relief at seeing Laces alive, and so we had better not go into too much detail.

Their thoughts were interrupted by the Bus Driver. "Right, I'm off. I've got a timetable to stick to." Unlike Laces, Bristol Cities thought quickly on her feet, a fact which Laces was unaware of on account that she very rarely was on her feet when Laces was around. "Oh, have another" she said putting on one of her devastating smiles which turned mens hearts to butter." You can easily make the time up, since that CRIMINAL has destroyed so many of your stopping points."

"True" said the Bus Driver, who was easily led.

"I'll mix you one of my specials! How about your friend?"

As Bristol Cities mixed the drinks she slipped in a few grains of 'a foreign substance' to add bite?



The scene at the spaceport was reaching a climax, although Malcolm was still smiling. How thoughtful,

Malcolm mused, as the oil in his joints reached its perfect operating temperature. Suddenly, Malcolm looked worried and the crowd bayed its appreciation. Malcolm had felt the first twinge, and sure enough a few seconds later, with a mighty twang, out shot the left pivotal sprocket of the upper forearm, quickly followed by the interconnecting compression spring.

"My God! It's a Droid!" whispered Arfor to himself, as the crowd lapsed into silence. "Damn!" said Malcolm "It's gone again"

The bus driver gazed first at the Videoscope, then at Laces, as he sipped his drink. A look of comprehension slowly came over his face.

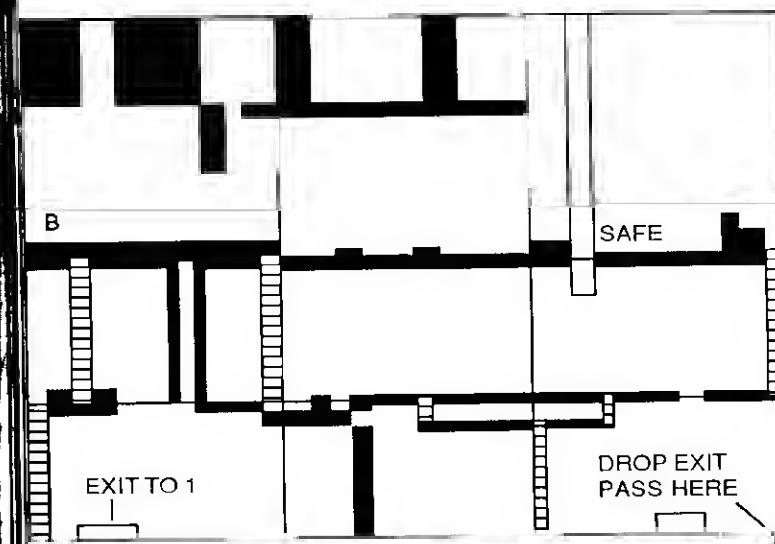
**Can Bristol Cities save Laces, and will the powder work in time?**

**Will Malcolm ever be as popular again, and is there a mechanic in the house?**

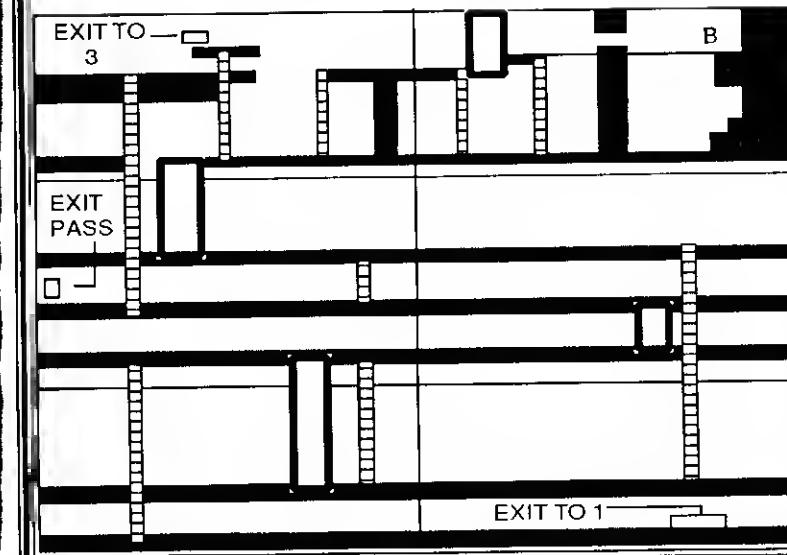
**What transformation came over Des O Connor to make him a musician?**

**Is there any significance in the Liner being called Titanic, and are there any Icebergs in space?**

MAP 1



MAP 2



F  
U  
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U  
R  
E

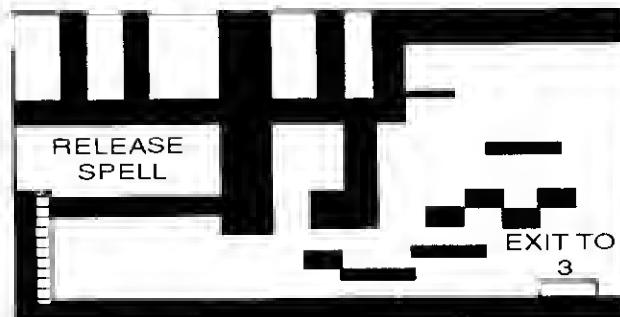
K  
N  
I  
G  
H  
T

MAPS \* MAPS

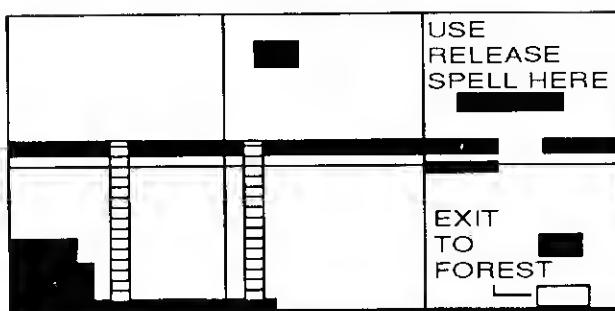
MAP 3



MAP 4



CASTLE



F  
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K  
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G  
H  
T

Advertising ring Joe Moran on 061-370-5666

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R.P. Maxfield  
40, The Brow,  
Brecks,  
Rotherham,  
S.Yorks.  
S65 3HP.

HOLD IT!  
RIGHT  
THERE

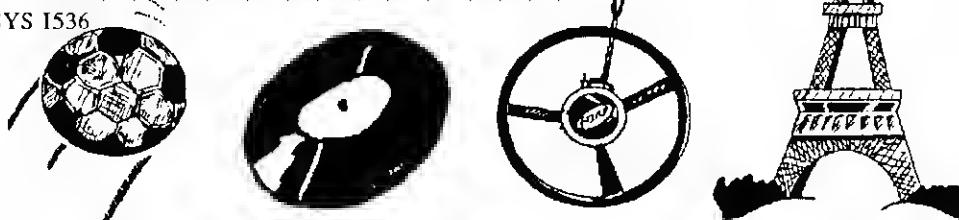
POKES \* POKES \* POKES \* POKES \* POKES \* POKES \* POKES

### AUF WIEDERSEHEN MONTY

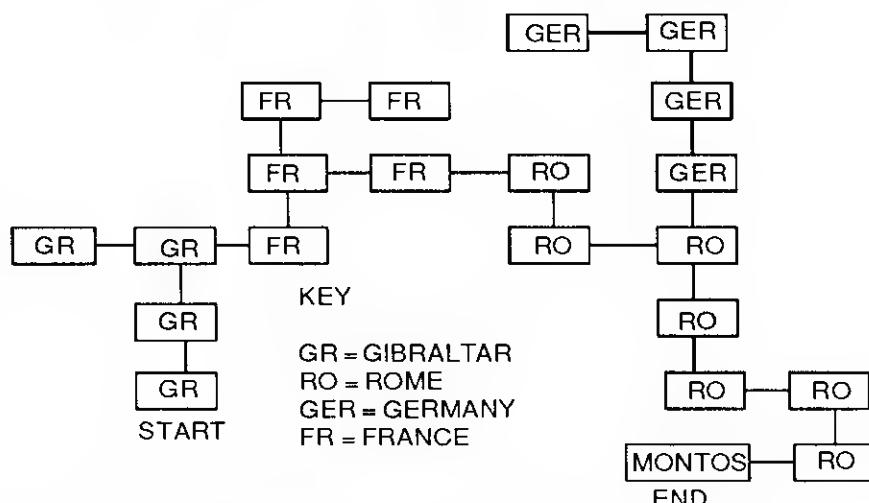
A must for mole fans, from Aaron Gale.

Enter this program: RUN IT: THEN LOAD MONTY as normal.

```
1 S=0  
2 FOR I=1536 TO 1566  
3 READD: POKE I,D:S=S+D  
4 NEXT  
5 IF S>2947 THEN PRINT "DATA ERROR:END  
6 DATA 120,169,13,141,20,3,169,6,141,21,3,88,96,169,76,141  
7 DATA 129,45,169,85,141,130,45,169,45,141,131,45,76,14,206  
8 SYS 1536
```



### AUF WIEDERSEHEN MONTY



In France, to leave the Eiffel Tower, go to the top and go right or left, depending on which side you want to go.

\* POKES \* POKES \* POKES \* POKES \* POKES \* POKES \* POKES

### ZOLYX

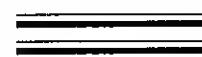
An Aaron Gale routine

```
1 POKE 7174,234  
POKE 7175,234  
POKE 7176,234  
POKE 7177,234: Infinite Lives  
2 SYS 7751: SYS 7584  
3 NOTE: Enter both SYS commands  
in the same line OR computer will crash.
```



or

Help for keyboard owners -  
from Peter Clarke-Ward:  
Run/Stop = Fire  
Ctrl = Left  
2 = Right  
W = Down  
1 = Up



### PAPER BOY

Aaron Gale delivers!

Enter this program:

```
1 for I=320 TO 349:READA  
2 S=S+A:POKE I,A:NEXT  
3 if S>3098 THEN PRINT "DATA ERROR"  
4 SYS320:LOAD"  
5 DATA 120,169,77,141,18,3,169,1,141,19,3,88,96,169,234,141  
6 DATA 84,42,141,65,42,141,237,25,141,238,25,76,66,206  
Rewind Paperboy tape: Run this program Press Play on Tape  
for Infinite lives and Papers
```



### XADIUM

Xadium pokes, courtesy of Aaron Gale.

```
1 POKE 10960,234: Infinite Lives on level 2  
2 POKE 7560,234  
POKE 7561,234  
POKE 7562,234: Infinite fuel on level 1  
3 SYS 538I
```

### COPS N ROBBERS

Some help courtesy of Chris Archer  
LOAD, RUNSTOP/RESET, TYPE M 3229  
CHANGE CE TO 2C.  
TYPE X RUN, for infinite lives.

**FINDERS KEEPERS**

Help from Aaron Gale.

Price List

	OBJECT	PRICE
1)	SPARK OF LIFE	£30
2)	MILK	£4
3)	GLASS SHOE	£50
4)	CHEESE	£3
5)	CATMEAT	£3
6)	MAGIC FLAME	£68
7)	TANKARD	£255
8)	BIRTHDAY CARD	£5
9)	SILVER GOBLET	£99
10)	PILE OF MUD	£1
11)	MODEL SHIP	£20
12)	BROKEN SWORD	£5
13)	BAR OF LEAD	£27
14)	MOUSE	£1
15)	BLACKSMITH	£20
16)	BOTTLE	£1
17)	TRANS MAT KEY	£200
18)	STICKY BUN	£150
19)	MOON BEAM	£106
20)	SULPHUR	£23
21)	WHITE GOLD RING	£255
22)	MAGIC STONE	£18
23)	GLUE	£200
24)	CHARCOL	£11
25)	GORDONS FOOT	£245

**FINDERS KEEPERS**

An Aaron Gale effort. Enter this program:

10 FOR I=1536 TO 1578: READA: POKE I,A: S=S+A:NEXT:IFS&lt;&gt;74368 THEN PRINT "DATA ERROR"

20 DATA 120,169,13,141,20,3,169,6,141,21,3,88,96,162,0,189

30 DATA 29,6,157,93,1,232,224,14,208,245,76,14,206,169,234,141,81,47

141,82

40 DATA 47,141,83,47,76,202,31

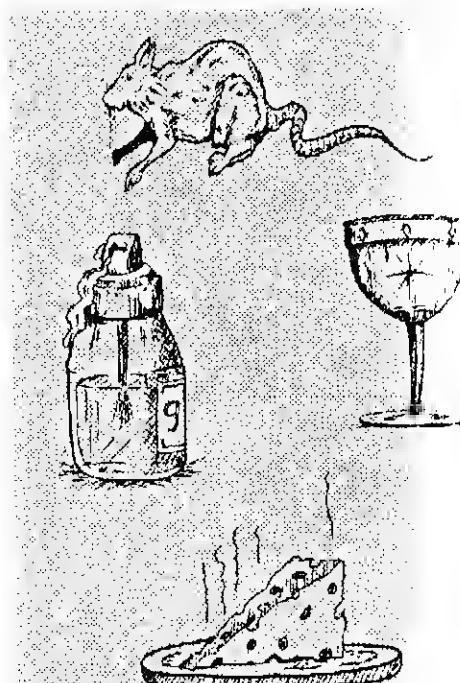
RUN IT. TYPE NEW (return)

TYPE SYS 1536 (return)

Load Finders Keepers as normal with infinite energy.

**MIXTURES**

13 + 22 = GOLD BAR	£2.20
12 + 15 = EXCALIBAR	£2.00
16 + 11 = SHIP IN BOTTLE	£1.00
4 + 14 = FAT MOUSE	£5.00
1 + 10 = MUD MONSTER	£1.00



NEW

**BRIDGEHEAD (+4 Version)**

A bridge not far enough, thanks to Aaron Gale

1 POKE 11446,234

POKE 11447,234: Infinite bombs

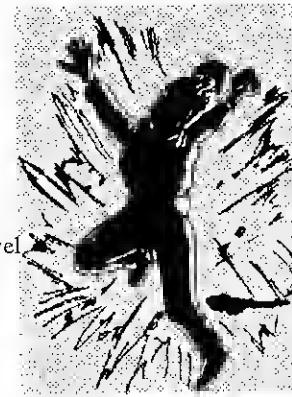
2 POKE 8282,234

POKE 8283,234: Infinite lives

3 POKE 12725,96: Invincible (Note: When used you cannot stab men)

4 POKE 12308,96: Freeze men (Note: When used at the end of each level you have to bomb the men.)

5 SYS 8192

**DIRTY DEN**

Aaron Gale doesn't muck about with this.

1 RESET/RUNSTOP:X

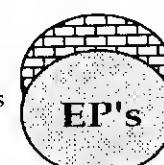
2 POKE 6096,234

POKE 6097,234

POKE 6098,234: Infinite lives

3 POKE 6124,96: Invincible

4 SYS 4112

**SUICIDE RUN**

No more committing suicide, thanks to Aaron Gale.

0) RESET

1) POKE 5904,96: Asteroids are lined up.

2) POKE 7691,234

POKE 7692,234

POKE 7693,234: Infinite lives

3) SYS 8448

**SABOTEUR (+4 version)**

One for you budding agents from Aaron Gale.

1 POKE 30236,0: Infinite time

2 POKE 28891,96: Fast game

3 SYS 30720

**GHOST + GOBLINS**

As ex-specie-d, an Aaron Gale routine.

1 POKE 4365,238: Infinite lives

2 POKE 7200,96: Invincible

3 POKE 7783,234

POKE 7784,234

POKE 7785,234: Infinite time level 1

4 POKE 7726,234

POKE 7727,234

POKE 7728,234: Infinite time level 2

SYS 4120 THEN PRESS RUN STOP

**JET SET WILLY**

One for you Willy fans from Aaron Gale.

1 POKE 14884,96: No Nasties

2 POKE 13518,96: Appear where you died

3 POKE 10772,X: X-Lives

4 POKE 10874,234

POKE 10875,234

POKE 10876,234: Infinite Lives

5 SYS 10752



**TITLE:** Rolling Thunder  
**PUBLISHER:** Namco  
**PRICE:** 20p

The latest Namco game is another beat the baddies and rescue the goodies. Your task is to fight through different levels trying to break through the enemy's defences and rescue the hostages. You begin on area one, story one and see the enemy pouring out of the doors. Armed with only a hand-gun with limited ammunition you must kill the enemy.

Some of the doors en route can be entered giving more bullets, and machine guns.

On early levels, the enemy fight with their fists, but as the game progresses they are armed with guns, grenades and fire bombs, but you can hide behind wire gates out of the reach of the enemy. You have three lives and each life is depicted by an energy bar which diminishes when you come into contact with the enemy or a bullet. The enemy usually hit you so many times, so losing a life, which makes the energy bar pointless. You are placed at the start of the level when a life is lost. The graphics are very good portraying the enemies characters. I particularly like the way they scratch their head when you go into a door.

GRAPHICS 92%  
ADDICTIVE 89%  
LASTABILITY 93%  
VALUE FOR MONEY 93%  
OVERALL 89%

**TITLE:** Firefox  
**PUBLISHER:** Atari  
**PRICE:** 10p

The classic phrase "they don't make 'em like they used to" can be applied to this. This was one of the first of the "new" arcade games after such classics as Space Invaders, Pacman etc. Released way back in 1982, it is still a favourite in a lot of arcades. The game is based on the film of the same name and caused excitement in the arcades when released. It was the first of the laser-arcade games (later ones are Dragons Lair, Space Ace) which allowed clips of the film to be shown as you progress.

It is basically a shoot 'em up. You are the pilot of a jet and must destroy the enemy, while not letting yourself be destroyed. You are armed with a cannon and a limited supply of rockets. You must save fuel and eventually land at a special point. The graphics are good, especially the part in the film reminding you to pull up the jet.

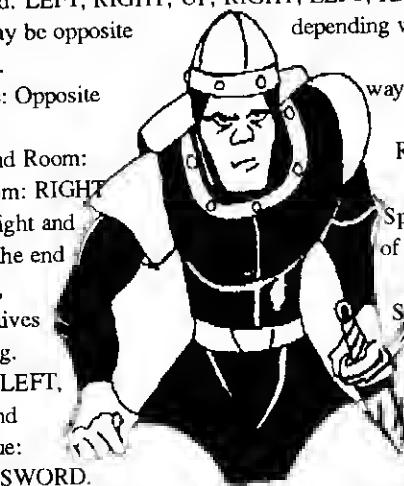
GRAPHICS 71%  
ADDICTIVE 95%  
LASTABILITY 82%  
VALUE FOR MONEY 88%  
OVERALL 85%

## Coin Ops Solution Special

### DRAGONS LAIR VIDEO ARCADE SPECIAL

Mark Crook alias Dirk has revealed the secrets to completing this laser disc arcade classic. Your only problem is knowing where to use them, so get your 10p's ready.

- 1) Griddy Goons: SWORD, RIGHT, SWORD, UP
- 2) Mud Monsters: SWORD, UP, UP, RIGHT, UP, UP, UP, UP, UP, UP.
- 3) Tenticals Room: SWORD, UP, RIGHT, DOWN, LEFT, UP.
- 4) Floor Falls Away: DOWN, UP, LEFT.
- 5) Rolling Ball's: DOWN, DOWN, DOWN, DOWN, DOWN, UP.
- 6) Chess Board: LEFT, RIGHT, UP, RIGHT, LEFT, RIGHT, LEFT, SWORD, UP.
- 7) Falling Disc: Opposite depending which way the Knight's sword is. Left go left. Right go right.
- 8) Strong Wind Room: RIGHT
- 9) Potion Room: RIGHT
- 10) Black Knight and way to the way Dirk is looking eg. looking left
- 11) Ghost at the end RIGHT
- 12) Room Knives depending which way the Knight's sword is on eg. RIGHT, UP, LEFT,
- 13) Skull/Hand RIGHT, UP, LEFT, UP,
- 14) Spikes: LEFT, LEFT, RIGHT Clue: Wait until you see Dirk's hand then
- 15) Room: DOWN, UP.
- 16) Snakes Spiders, Clue: Go the same way as Dirk's sword on the left go left then LEFT, UP, UP, SWORD, RIGHT, UP,
- 17) Throne Room: UP, SWORD, UP, SWORD, UP, Look which way the door is go LEFT or
- 18) Under Ground River: UP, UP, RIGHT, wait RIGHT, UP, UP, UP, UP, wait RIGHT,
- 19) Magic Ride: LEFT, RIGHT, LEFT, RIGHT, RIGHT, RIGHT or RIGHT, LEFT, RIGHT, LEFT, LEFT, LEFT.
- 20) Lizard King: LEFT, RIGHT, RIGHT, RIGHT, RIGHT, UP, SWORD, LEFT, SWORD, LEFT, SWORD.
- 21) Dragon's Lair: The Princess Speaks: LEFT, LEFT, LEFT, DOWN, DOWN, UP, SWORD, LEFT, UP, SWORD.

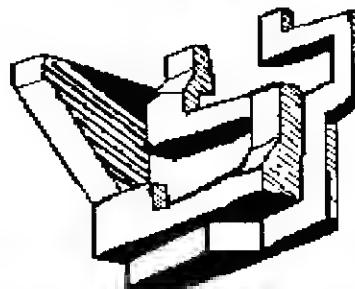
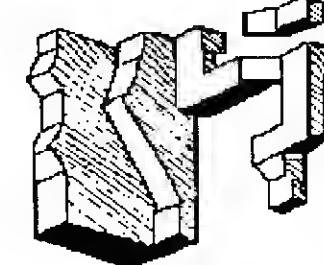
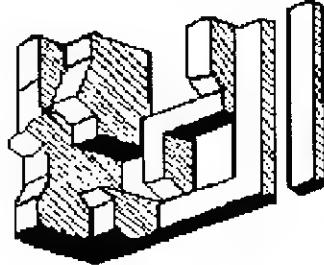
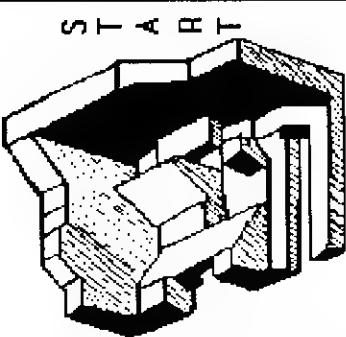


Stand back. Watch finale.

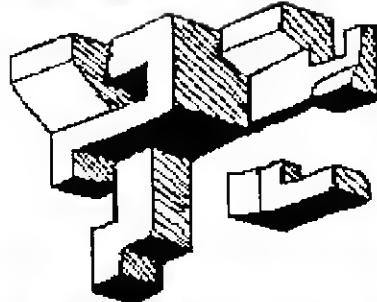
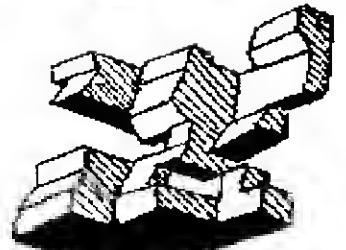
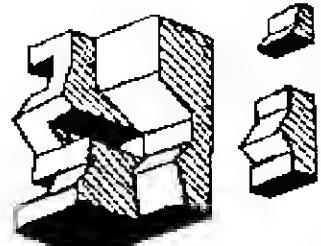
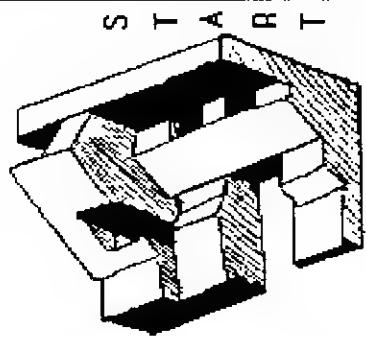
\* MAPS \*

## PIN POINT

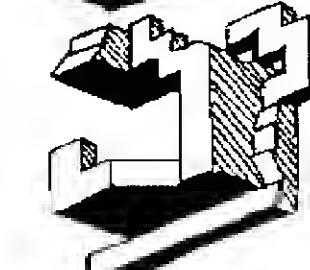
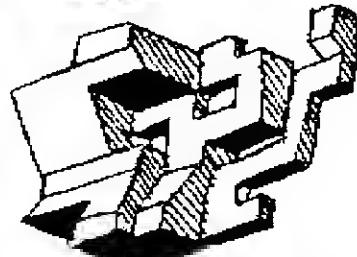
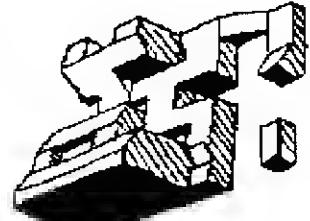
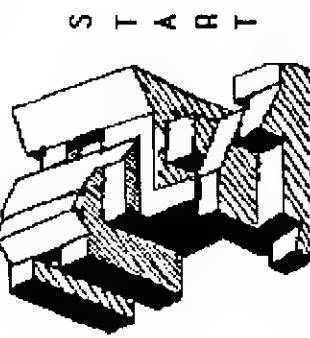
Compiled By Graham Yassie



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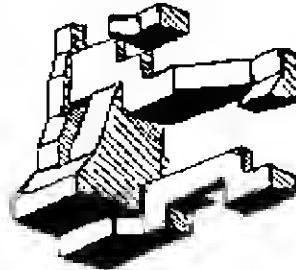
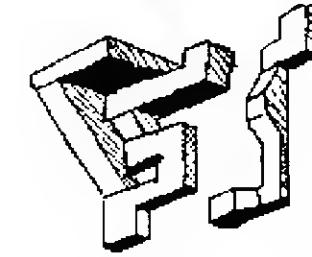
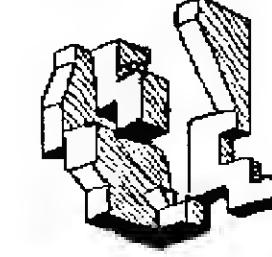


LEVEL 2



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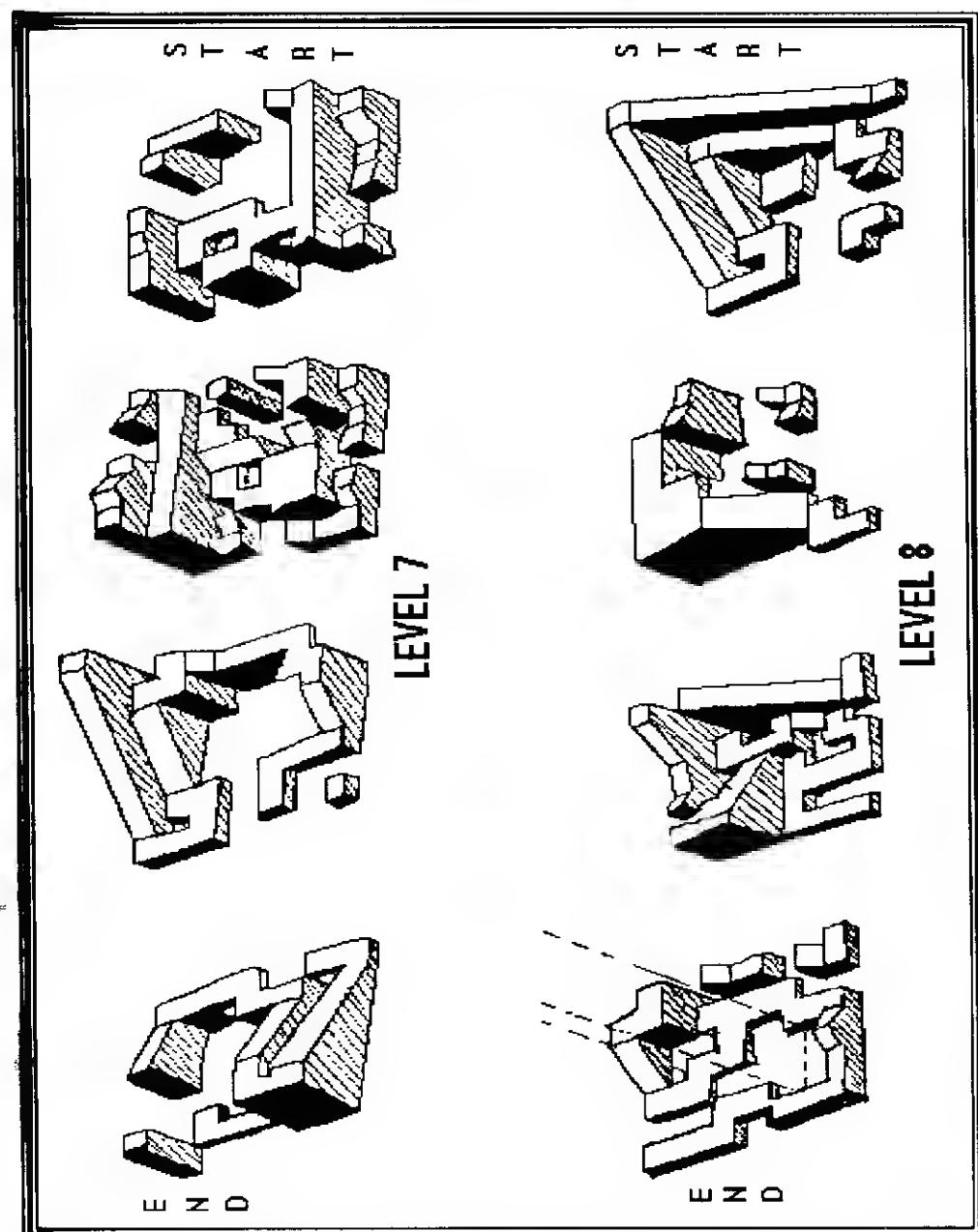
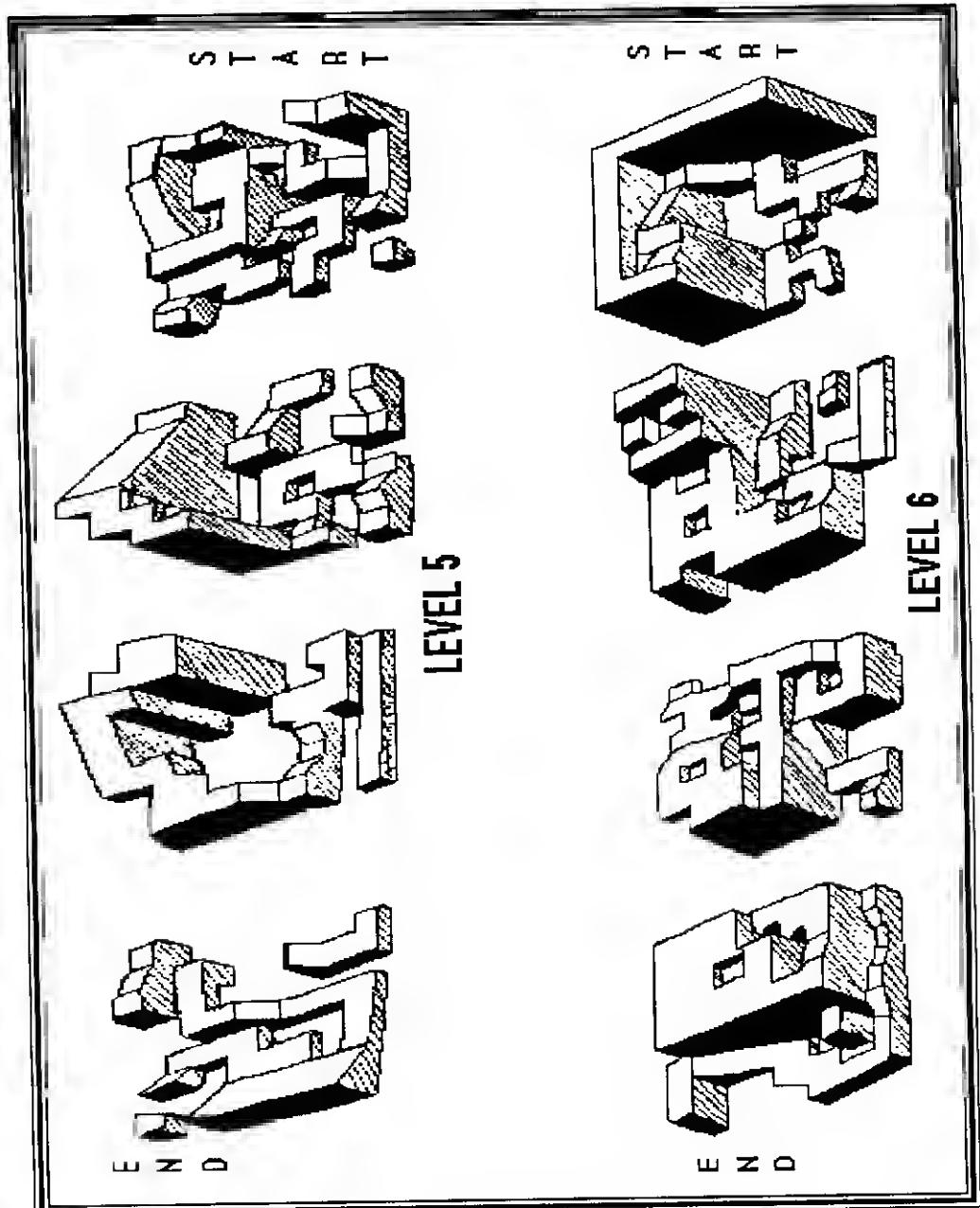
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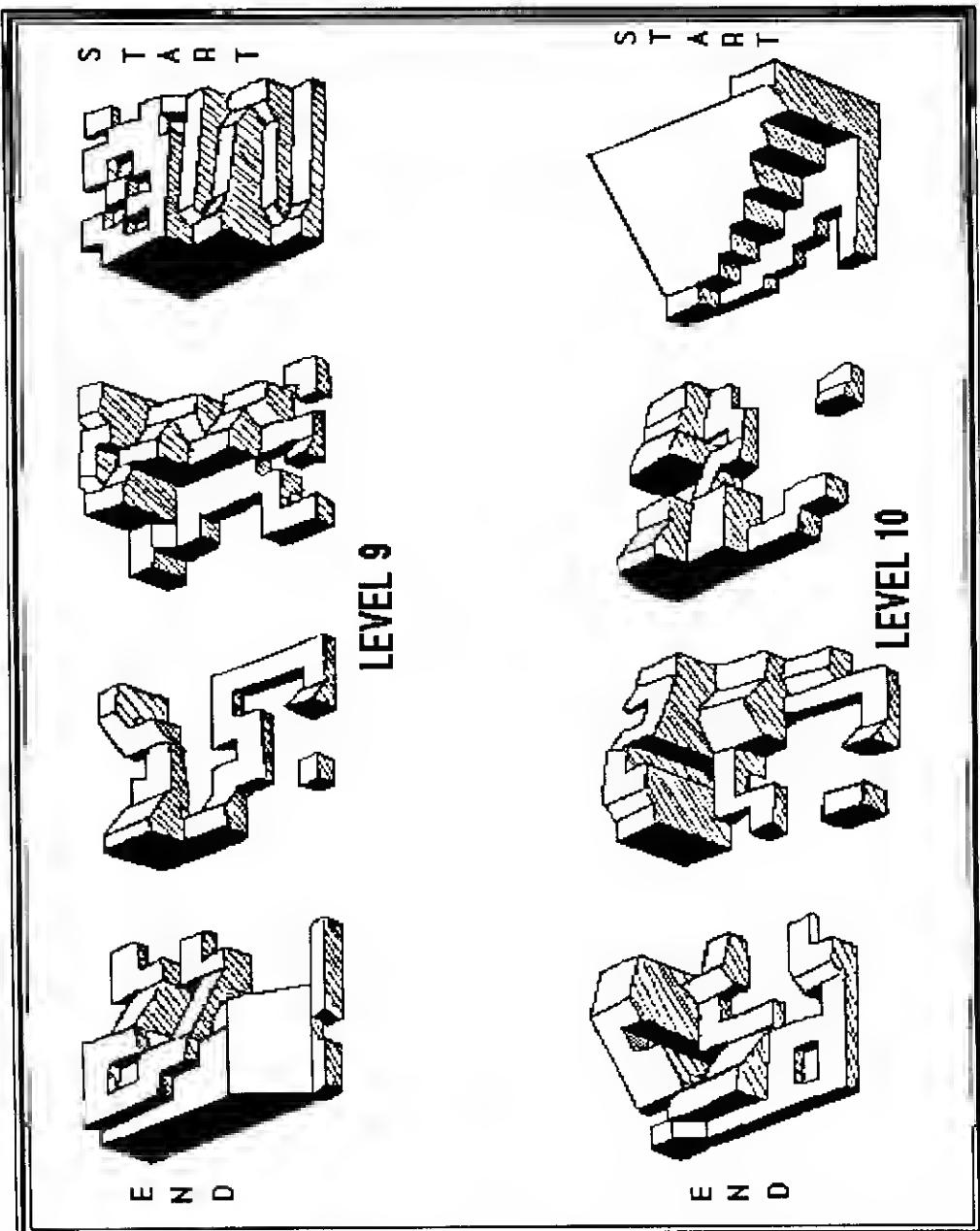


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LEVEL 4

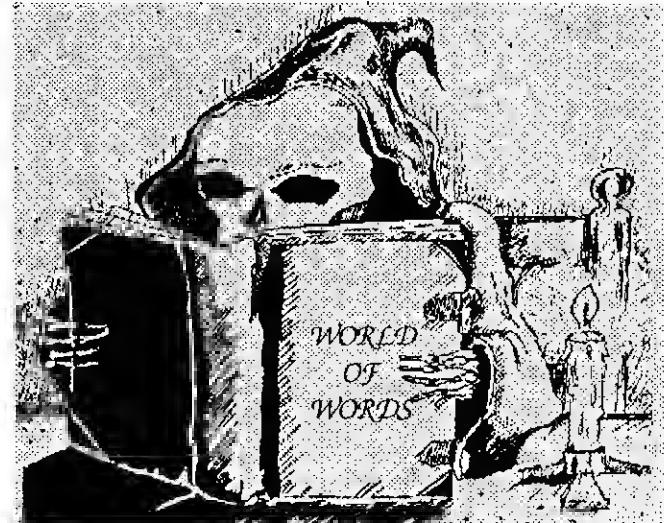
PS \* MAPS \* MAPS





## The World of Words

introduced  
by  
Keith  
Adam



In this column, I have attempted to provide some of the things that I think you, the Fantasy Book reader, would like to see and read about, Reviews, News and Opinions. But what do you **really** want? Do you want to know more about the Authors? More news on books due out? Readers own short stories? Or does your opinion differ from mine? Did you think that the book I raved about is trash? Or did I belittle what you believe is the greatest book this decade? Whatever it is, whatever your opinion, let me know. (The opinions expressed in the following article and reviews are my own personal views and are not necessarily those of the publishers of the Handbook).

### Who reads Fantasy Books?

The opinion in the office where I work, is that I must be a bit 'weird or a 'screwy' or somesuch because of all these 'funny' and 'odd' books that I read. And yet, no-one would bat an eyelid if I were to produce the latest Jeffery Archer blockbuster on the 'Downfall of a Politician' or Virginia Andrews latest novel in the long line of novels about the Children, Aunts, Uncles and various other sundry relatives locked away in an attic for years.

Looking in the Bookshops, I see romantic novels cuddling up to each other on the shelves, all the latest 'epic, blockbuster, especially-made-for-TV' novelisations, War novels battling for space, mystery and murder novels stabbing each other in the back, all after the best sales. But what about Fantasy books! Where are they? Nowhere in sight, that's for sure!

The opinion of the general public at large and a vast majority of Bookshop owners, is that these people who read Fantasy books are uncommon and really odd characters. **THIS IS NOT THE CASE.** We who read these books, are perfectly sane people (well, reasonably sane!), definitely likeable and come from all walks of life (eg. Dwarf miners, Apprentice Wizards etc.)

So next time someone asks you, with a note of scorn in their voice, 'Who reads Fantasy Books?' do not hang your head in shame, or hide behind the nearest 6ft Troll, but instead, draw your sword, sharpen your axe, recall the spell, and reply: **'I DO.'**

**Favourite Authors**

With so many established and up-and-coming authors writing Fantasy nowadays, everyone will have their own personal favourite authors. These are my personal choices:  
 J R R Tolkien, Katherine Kurtz - for The Deryni Novels, David Eddings - for The Belgariad, Louise Cooper - for The Time Master Trilogy, Weis/Hickman - for The Dragonlance Novels  
 I do not believe that everyone will feel as I do. Who are your favourite authors? And why?  
 And now onto some book reviews.

**Guardians of the West** - David Eddings Book One of The Malloreon  
 Transworld Publishers £9.95 , 430 Pages.

This is the first book of an eagerly awaited new quintology from the author of The Belgariad. It is a continuation of the adventures of the young Sorceror-King Belgarion, and the many companions whom he gathered on the quest for the 'Orb of Aldur' which tale is related in The Belgariad. The first few chapters of the book tell of the characters lives after the Defeat of the Evil, God Torak and the peace which settles on the Lands of the West over the following years. But soon that peace is shattered when the Evil Prophecy takes new form in distant lands and once again, Belgarion is embroiled in a perilous Quest.

I was especially pleased when this book was published, as the author has created an interesting, lively, and magical world in which his characters move. His 'theory' of Magic, The Will and The Word, is an original and above all, viable concept, which helps you feel that this is a true tale and this world could really exist.

Many of the old characters are back along with some new ones being introduced to ensure the storyline is kept lively and fresh. The story does begin a trifle slowly, but develops well.  
 The Malloreon will consist of: Guardians of the West, King of the Murgos, Demon Lord of Karanda, Sorceress of Darshiva, The Seeress of Kell.

**Knight Life** - Peter David,  
 Ace Fantasy, 193 Pages

King Arthur and Merlin return after 1500 years in ensorcelled captivity. Unfortunately, they return to New York City, Arthur's armour is looking a bit outdated, and Merlin is now an eight year old kid. So, what does the 'Once and Future King' do in New York? Naturally he runs for Mayor!! This is a reasonably entertaining book, and certainly some of the episodes are extremely witty. Sadly however, the author does not appear too sure of his overall direction in the story. It is a Hybrid. Part comedy, partly a modern retelling of the Arthurian legends, partly Good versus Evil, but the individual parts do not melt together as well as they could have.  
 Currently only available in an American edition from local Specialist Fantasy Bookshops, it is unlikely to be printed here, as it lacks the vital spark necessary to succeed in our, generally, more selective market.

**Equal Rites** - Terry Pratchett

Gollancz Ltd. £9.95, 200 Pages

This is the third book about the extraordinary Discworld, supported on the shoulders of four elephants who stand on the Great A'Tuin, The World Turtle. It relates the tale of Eskarina Smith who is the Eighth Son of an Eighth Son, (except that she is a Daughter!) who inherits an unusual magical staff from the dying Wizard Drum Billet and chronicles her attempts to enter the male chauvinistic, smoke-filled world of Unseen University (the home of all the greatest wizards and their apprentices).

This book is as outrageously hilarious as you would expect from the author of The Colour of Magic, and The Light Fantastic. It makes for an extremely enjoyable read. You are bound to find yourself laughing out loud at the escapades of this new array of characters as they traverse the Discworld, and the scenes that you will envision as you stumble across a witch who has to hump-start a broomstick, the university library with an Orang-Utang as the librarian, and a university building which has to be comforted during a thunder-storm are sheer magic.  
 Although it is not necessary to have read the two previous books set on the Discworld, you are better able to understand some of the references if you have done so. This book is currently only available in hardback version and so is, sadly, slightly expensive at £9.95, but hopefully the paperback version will be out soon. Buy it and have a Laugh.

**Forthcoming Attractions**

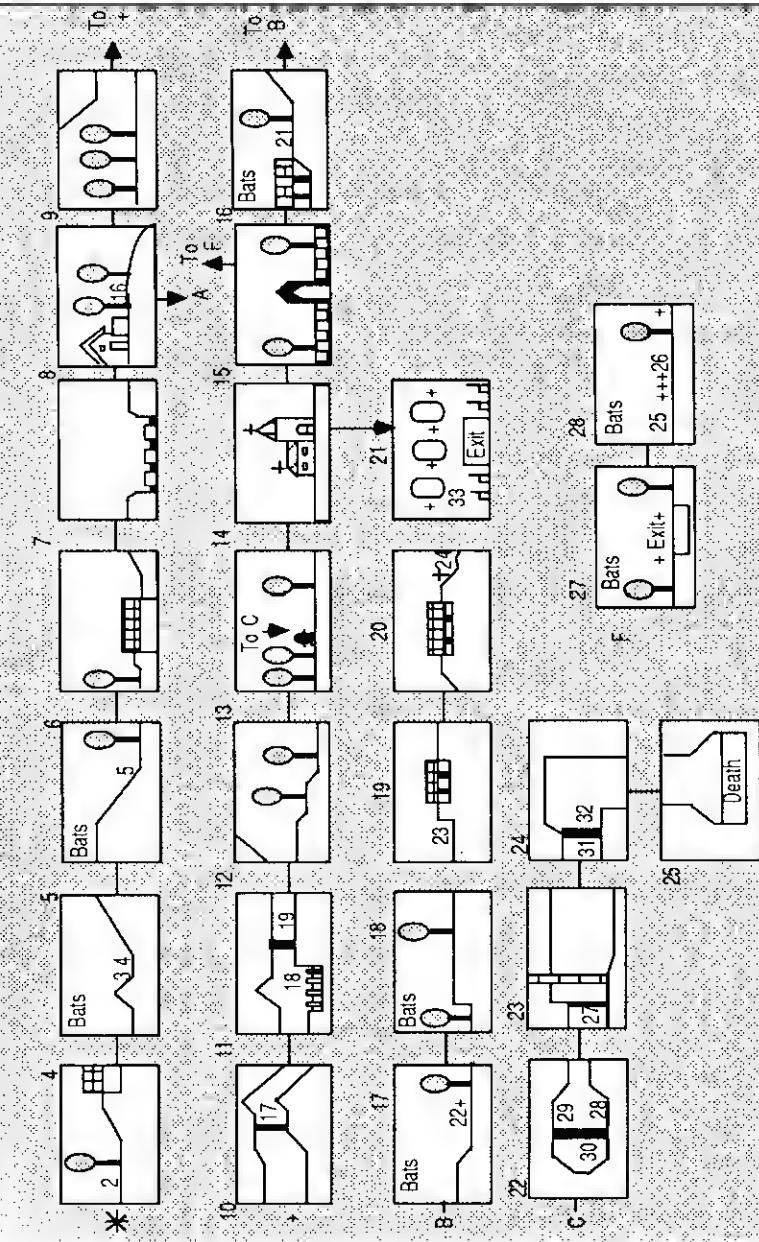
(books just out/due out soon)

Susan Dexter-The Sword of Calandra 30th July  
 David Eddings-Guardians of the West 7th August  
 Lawrence Watt-Evans-The Book of Silence 3rd September  
 Louise Cooper-Mirage 10th September  
 Barbara Hambly-The Witches of Wenshar 10th September  
 Judith Tarr-The Golden Horn 18th September  
 Raymond Feist-A Darkness At Seithanon 8th October  
 Michael Moorcock-The Chronicles of Corum 8th October  
 Patricia Kennealy-The Throne of Scone 22nd October  
 Piers Anthony-Shade of the Tree 5th November  
 L Sprague de Camp-Goblin Tower 19th November  
 All books listed above as Forthcoming Attractions are Paperback Versions.

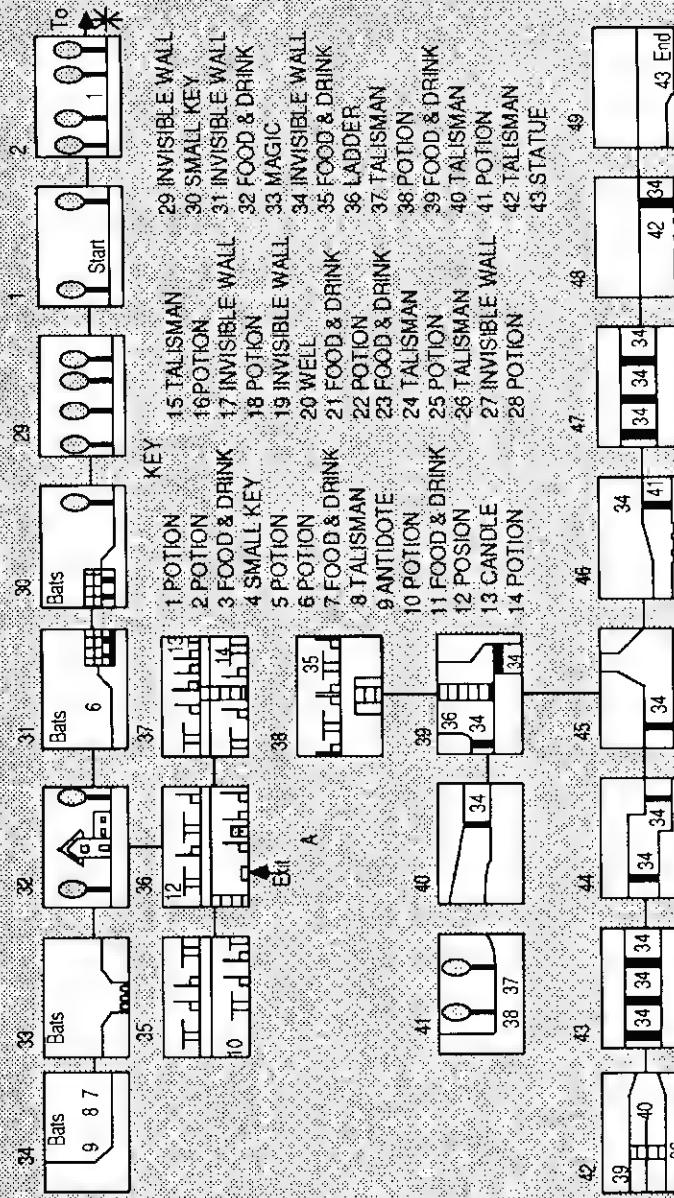


Well that's all for this issue. I hope you have enjoyed reading the column and that it has given all the Fantasy book readers out there some useful information for their future reading. Some of you may never have read a Fantasy book but please try one. You may well find that they complement your computer adventure games. After all many of the best known computer adventures are the game of the book!

Magicians Curse



Magicians Curse



卷之三

Solution: Follow these numbers and connect all the objects apart from the last one.

#### MR PUNIVERSE

On Room 3, if you fall down to the bottom screen you get transported to Room 1.

On Room 25, if you jump into the top-middle exit you get transported to Room 15.

Also, one of Tony Kelly's older games (Big Mac) is packed with bugs and sometimes crashes just like what C Archer said about Mr Puniverse. If Big Mac does crash, then press Run Stop/Reset to get into Monitor - type G3200 (and press Return) and wait for about 30 secs and then press Return again and select players options.

Also, way back in Issue 2 "Distill of Nottingham" said about loading any game, and when you play it, it often hangs up and so re-loading the game again!?? He said that when the game has loaded, press Run Stop/Reset to get into monitor and type X (then Return) and then type Run and the game will run. He also said 'If this might work on all C16/+4 games. Well this can only work on basic games and not a game in machine code unless you know a certain SYS code to run the game.

#### PROSPECTOR PETE

Better prospects from Peter Clarke-Ward:  
Press Esc to abort game.

#### POWERBALL

Help for keyboard owners -  
by Peter Clarke-Ward:  
Run/Stop = Bounce Ball  
Ctrl = Left  
2 = Right

#### MERCENARY

All but the kitchen sink with this one  
from Steven Avis.

If you have the kitchen sink and the web,  
you can go through certain rooms without the keys.

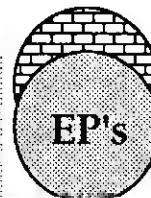
#### FRANK BRUNO'S BOXING

Stephen Avis produces the following game help:  
When the match starts just use right hook, this sends the KO meter up to the top. You can now use  
the space bar to knock him out.

#### YIE AR KUNG-FU

Get chopping with help from Peter Clarke-Ward.

When your opponents come at you, move your joystick to the left and then to the right, continue  
this pattern until you have beaten them. Beware of 'Star' and jump the death stars and continue  
the left, right pattern to kill her. The rest of the other opponents are easy and continue the left,  
right pattern and if all goes well, the 'Well Done' sign should appear.



#### TORPEDO ALLEY

Peter Clark Ward offers assistance:

When the Aircraft comes, dive to a depth of about 5-15m  
and maintain it until you surface when you think it's safe  
to come back.

Press F1 to pause

Press F2 to unpause

#### STORM

Help for keyboard owners  
by Peter Clarke-Ward.

Player 1 only

Run/Stop = Fire

1 = Move Forward

Ctrl = Left

2 = Right

## REWARD OFFERED

# WE WANT YOUR HINTS, POKES, AND MAPS.

£20

WORTH OF GAME SOFTWARE  
OF YOUR OWN CHOICE

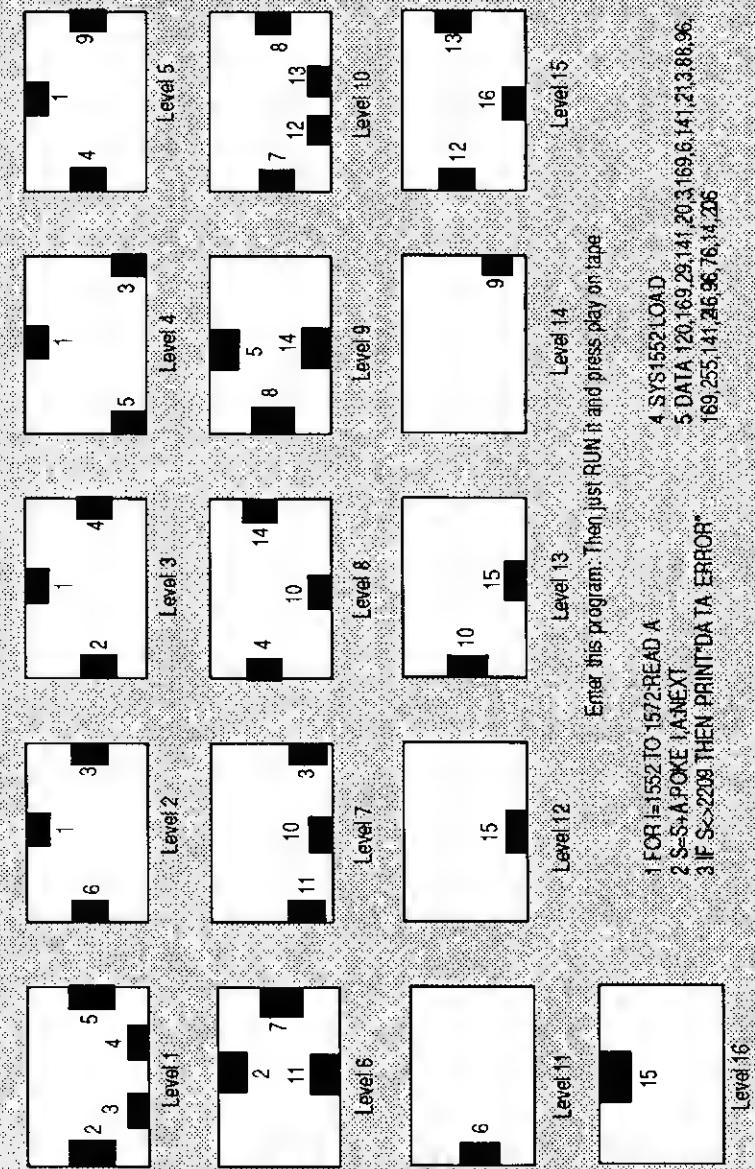
TO THE CONTRIBUTOR OF THE BEST COLLECTION OF GAME  
PLAYING HELP RECEIVED EVERY MONTH.

\*PLUS\*

SOFTWARE VOUCHERS TO THE BEST  
RUNNERS UP.

#### PLEASE FOLLOW THESE SIMPLE RULES:

1. Write neatly or if possible type your contribution, and state for which machine they have been produced. NB. All items sent must be your own work and not copied from anywhere else.
2. Ensure maps are as clear and precise as possible.
3. Ensure that all your work is correct ie. that pokes work!
4. If you wish your work back, please send stamped addressed envelope.



Enter this program. Then just RUN it and press play on tape

```

1 FOR I=152 TO 157 READ A
2 S=S+A.POE !A.NEXT
3 IF S>228 THEN PRINT "DATA ERROR"
4 SYS 1552:LOAD
5 DATA 120,169,29,141,203,169,6,141,21,3,88,96,
   169,255,41,26,36,76,14,26

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## Video World

Introduced by Andrew Harrison

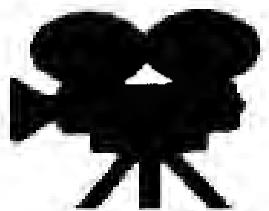
Welcome back to my little item of the Handbook, I'm Andrew Harrison, and it is my fortunate task to introduce the video section of the handbook. This month, I feel cheerful so I'll review some soon to be released comedies, kicking off with probably the best known.

**TITLE:** Crocodile Dundee  
**RELEASED BY:** CBS/FOX  
**RUNNING TIME:** 98 mins  
**CERT:** 15  
**RELEASE DATE:** 24th September 1987  
**TYPE:** Comedy  
**RATING:** 91%

New York reporter Sue Charlton hears of the exploits of Mick Dundee who has supposedly escaped from the jaws of a crocodile. She tracks him out for an interview and is taken to the outback by Mick for the truth behind the escape. She then decides to take him back to New York with her to survive a totally different hostile environment.

Well here it is, onto the video scene after only eight months from its first release into London's cinemas.

Paul Hogan's first major movie, and what a rocker it is. He takes it all in his stride following the heroic charm of Mel Gibson and Harrison Ford. The film is consistently funny, with Paul Hogan doing much of the laughter-making, he also wins the hearts of



the New Yorkers with his primitive charm. It's no wonder that Sue Charlton falls in love with him, even though she is engaged to a rich wimp; compared to Mr Dundee he is nothing. Croc also shows us that he can survive any neighbour especially with his particularly large dagger and he gets his point across when a guy tries to rob him and Miss Charlton with a small flick knife.

"That's not a knife", remarks Mr Dundee "this is", and goes on to show the robber his idea of a knife.

The film is beautifully shot, capturing the beauty of Australia's outback and also the streets of New York. Despite some problems Croc overcomes all obstacles.

This is one of Australia's best movies following and becoming greater than the very successful "Mad Max" movies. It should be a sure-fire hit on video and between it, Aliens and Top Gun (released later this year) I wonder which will pull in the most money.



**TITLE:** Ferris Buellers Day Off**RELEASED BY:** CIC Video**RUNNING TIME:** 103 mins**CERT:** 15**RELEASE DATE:** 11th September**1987****TYPE:** Comedy**RATING:** 96%

High school student Ferris Bueller decided to take a day off school, he convinces his parents that he's ill, gets his girlfriend out of school and talks his friend Cameron into taking his father's beloved red Ferrari out on the town in Chicago. But Ferris' headmaster Ed Rooney thinks something funny is going on.....

John Hugdes shows us once again that he knows just what makes teenagers tick. "Ferris Buellers Day Off" starring Matthew Broderick (of Wargames and Ladyhawke) is by far his best movie yet. As director Hugdes keeps the happy tale of Ferris Bueller's rebellion against authority moving at a very fast pace. He creates a smart, sassy and totally lovable character whose invention and guile no adult can hope to match. Ferris is a role model for any young person with a glint of anarchy.

The film is brilliant and Ferris thinks of the most ingenious ways to avoid authority. He also gets into some of the funniest predicaments, especially at the end of the movie when Ferris is trying to get back home before his parents do; them in cars, and Ferris running!

The supporting actors are equally well defined, Alan Ruck has fun with his role as Bueller's friend who reluctantly joins in on

the day off in his father's Ferrari. Mia Sara (also seen in 'Legend' with Tom Cruise) is charming as Bueller's girlfriend.

Every hero needs a would be baddie and Jeffrey Jones plays the sneaky high school principal determined to bring Ferris to book. Anyway, watch this film, you won't regret it. If you wish to watch some more of the John Hugdes films here's a list.

THE BREAKFAST CLUB (CIC VIDEO), WEIRD SCIENCE (CIC VIDEO), SIXTEEN CANDLES (CIC VIDEO), PRETTY IN PINK (CIC VIDEO), SOME KIND OF WONDERFUL (1987 CINEMA RELEASE), SHE'S HAVING A BABY (1987 CINEMA RELEASE).

**TITLE:** Legal Eagles**RELEASED BY:** CIC Video**RUNNING TIME:** 156 mins**CERT:** PG**RELEASE DATE:** 25th September**TYPE:** Comedy/Thriller**RATING:** 80%

Redford has a tailor made role as the Assistant District Attorney who takes the prosecution of Darryl Hannah, who was caught trying to steal one of her dead artist father's paintings. Redford is then fired when he's caught in the sack with Miss Hannah. "When we service the community, we do it with our pants on." His boss informs him.

The story starts to get more complex when Redford joins forces with fellow attorney Winger to solve the case which has turned out to be an affair involving fraud, arson and murder.

Redford is very good in this role, the best since Brubaker and he works well with Winger. Miss Hannah plays her character well and Brian Dennehy (who must have something in his contract saying that he must be in every movie going) plays Cavanaugh. Lawrence Sharp makes the most of his role as a art dealer.

The screen play is good and it contains some witty lines and a classic scene which cuts between Redford and Winger, both unable to sleep, with a brilliant comic effect. He dances, eats and sings while she eats and watches the television.

All credit to director Ivan Reitman who moves away from all the special effects of 'Ghostbusters' to a simple comedy thriller.

first 10 days.

"A Certain Sacrifice", Madonna's so called blue movie was released in July and when I watched (purely in the interests of journalism you understand) I found out that it was neither true nor hue. The film was originally made 8mm in 1980 and has a very poor picture on video after being transferred from 8mm. The film lasts for about an hour and is total garbage.

I don't know why Madonna wished to ban it, (apart from the obvious resultant publicity) as you only see glimpses of her bare breasts. There was a rape scene in it but it must have been cut out. Madonna walks into the room, a man grabs her then the next thing you see is Madonna coming out of the room, cut. Don't waste your money on it, it's like all her other movies - rubbish!

## Movie And Video News

Warner Home Video will be seeing us through the end of this year and into the next with some blockbuster movies.

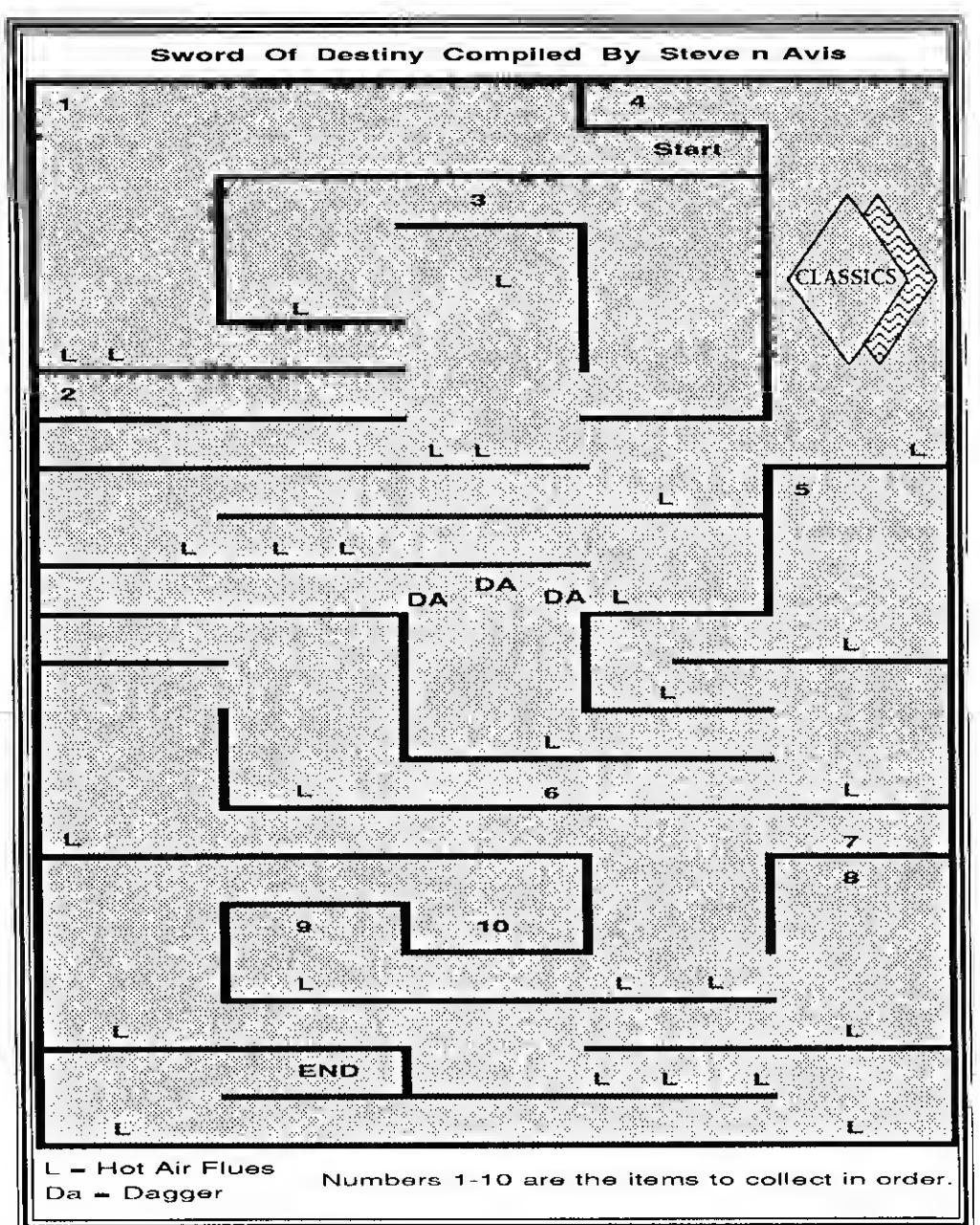
In November we will see 'Little Shop of Horrors' and 'Mannequin', 'Police Academy' in December, 'Superman 4' in January and 'The Living Daylights' in February.

Others from Warner due out later on in '88 include 'Lethal Weapon' and Stanley Kubrick's 'Full Metal Jacket'.

Rank Video signed up its third major deal with Orion Pictures for the release rights of 'Robocop', which is currently No 1 in the US cinema circuit, grossing \$18.6 million in the

Well that's all for this month's issue, I'm off to look at a few more of my favourite videos but still i'll be back next issue with some more reviews and news items. If you want to see something extra in my column why not drop me a line c/o What Publications and the powers that be will hopefully allow me to include it in a future Video World column





## Adventuring With The Phoenix



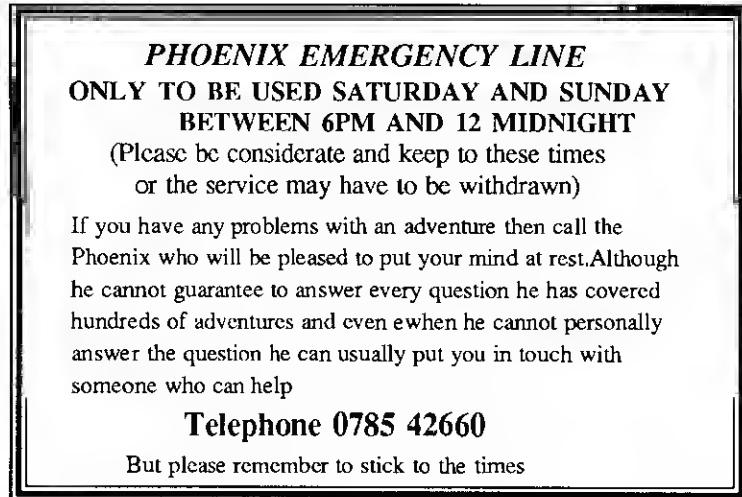
Recently, let me say I hope you had a long and enjoyable summer break. I must personally apologize for any inconvenience caused by our good selves just prior to the summer break. The helpline went out of commission for a short period and I accept full responsibility, but these things happen!! To "back up" this helpline a number of fellow adventurers have kindly offered their services. Telephone numbers and availability will be published via this column from time to time. I would like to thank all those adventuring people who sent in help, far too many to mention individually, but you can rest assured that your contributions will help to serve the many people who contact me for help.

I have been playing "Shadows of Mordor", "Frankenstein", and "The Big Sleaze", and I must be honest, "Frankenstein" left the other two standing as far as entertainment value goes! Granted, the responses are a little on the slow side, but what a story!!

I am sorry to learn that Ron Dawson decided to end the publication of "Insight" a few months ago. This fanzine although aimed primarily at the Spectrum Adventurer, was an interesting publication, introducing quite a few 'unknown' game writers to the adventuring public. One of these writers is Lee Hodgson of Tewkesbury whose "Book of the Dead" (Spectrum only at present) has since been taken up and released by CRL. I understand other versions of the game will follow. Time and space permitting, in future issues, I hope to run a profile on some of these young writers and take a look at some of their work.

You cast your minds back to an earlier issue you will, no doubt, remember that I mentioned the subject of mapping mazes. I believe the best approach to this is to lay down what is commonly referred to as "standard procedure" when mapping a maze, followed by a series of special procedures for specific mazes. We must also bear in mind that some mazes may be randomly generated and are virtually impossible to map! In these cases, step by step movements will be given (if I know them!!) to assist your progress into the adventure. It goes without saying that if you have successfully travelled a particularly infuriating maze in any adventure, then your contribution to this feature will be greatly appreciated! So, what is a maze? Basically it is a set of locations incorporated in to an adventure in an attempt to confuse the players sense of direction and whereabouts. Sometimes you may be lucky and find that movements in the opposite direction to your last move places you exactly where you were in the previous location. This type is, therefore, not so much a maze as a set of similarly described locations. The true maze places you

in a completely different location when you reverse your previous directional command, sometimes quite some considerable distance from where you thought you were!! Once you have established where the maze was first encountered, go through your game again and 'SAVE' just prior to this stage. Now take stock of your inventory.



#### Standard Procedure

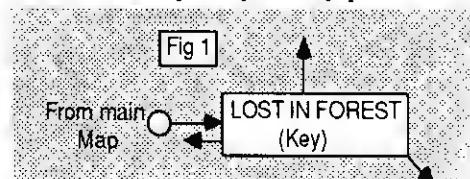
The simplest way to successfully map a maze is to 'drop' one of your items in each location as you progress, collecting them by following your new map when you have completed the maze section of your adventure. You may be carrying only four or five items at this stage but, usually, this is enough. Be careful to retain your lamp as it may be dark in there, and if it isn't then maybe night will fall while you're in there!! Also any 'fragile' objects may need some form of 'cushion' before you drop them to prevent breakage.

Let us assume a hypothetical situation:

You are carrying a sword, stick, knife, key and lamp. You are also 'wearing' a cloak. The maze consists of a (so far) unknown number of locations.

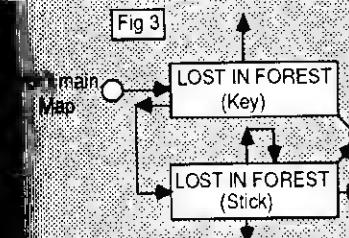
When you reach your first maze location 'drop' the key and write the location description in your location box. This 'maze section' of your map should be drawn on a separate piece of paper to avoid confusion!

Indicate also, all the visible exits from this location. Your first location should now be shown as in figure 1.



Now, leaving the key where it is, go WEST. Oh dear! We're lost, so it seems! Note the description of this new location and we find it to be almost exactly the same, but without a key. Draw in this new location and your map should now conform to figure 2.

Now 'drop the stick and write it down in this new location,

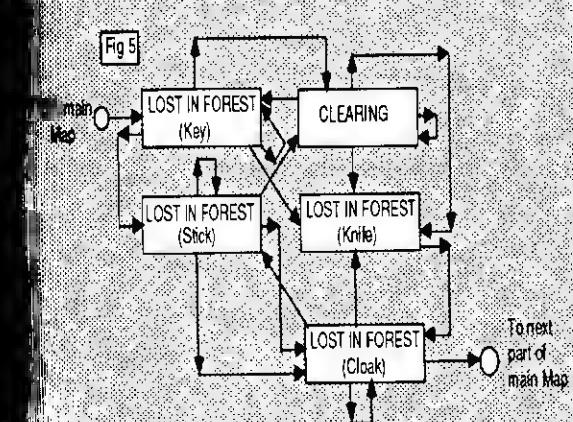


as in map (fig 3).

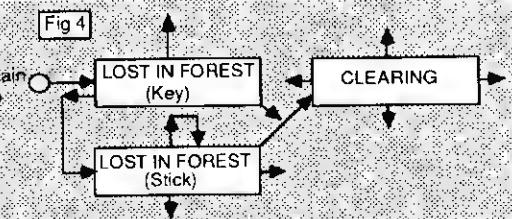
Now try NORTHEAST direction and you find a clearing. This, so far, is a completely different location description and there is no need in this case to drop an item in this location. But you could still note the visible exits where

(fig 4).

Continue, using the procedure until ALL locations have been shown in ALL directions followed. A hypothetical maze now looks like this:



noting the visible exits from here. Incidentally, you do not need to know the exits as this method works either way! We simply try to move in every possible direction until successful. Assuming you cannot go west, let's try NORTH. If you see a key then simply draw your directional line to join the first location for the purpose of example, we see not a key, but a stick! You really haven't moved out of the location at all! Show this, leaving the stick where it is for now, on your

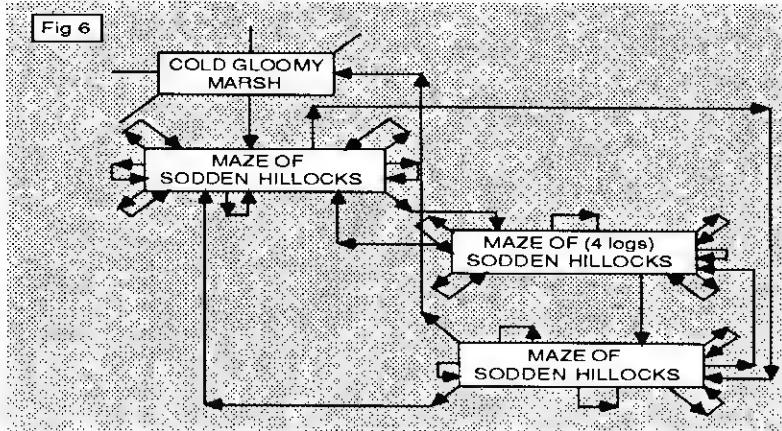


Looks quite complicated doesn't it? But study it closely. It really is quite simple!!

You see, you could have been wandering around for hours, yet there are only four 'LOST IN THE FOREST' locations!!

Now follow your map and collect your dropped objects to carry on with your adventure. I only wish every maze situation was as simple as this.

Sometimes it is! Consider the latest 'epic' from Melbourne House - "Shadows of Mordor". The 'maze of sodden hillocks' consists of just three locations (fig 6).



You can see from the diagram that the majority of directions from each location do not actually take you anywhere! As a point of interest, this was mapped by adopting the 'standard procedure'. (Before the necessary action was taken to move the logs!!)

Please remember that the foregoing exercise is only to introduce you to maze-mapping. In the main, mazes are extremely difficult with other factors to contend with, such as:

- a) Limited number of moves.
- b) Darkness.
- c) Randomly allocated directions.
- d) Your dropped objects being covered or washed away!

I shall be detailing some of these difficult mazes in future issues.

All that remains, this issue, is for me to wish you a successful month's adventuring and I look forward to hearing of your successes and problems.

#### Appeals Box

If you have any information on the games detailed below, please send it to the Phoenix C/O 'What Now?' so that he can help some other adventurers.

Moonmist (Infocom)  
Castle Blackstar (any version)  
Temple of Terror (Adventuresoft)

#### Helpline Extra

Don't forget, as well as the Phoenix helpline, Walter Pooley also offers help for Spectrum adventurers (tel. 051 933 1342.) Most c16/+4 adventures have appeared at some time on the Spectrum machine.

#### BATTLE STAR

Beat the Battlestar Kevin Cave's way.

games loaded by Novoload, just before the game starts, there is a five second delay, which is indicated by the fact that the border stays one colour.

LOAD BATTLESTAR in as normal, and when the five second delay occurs RESET into the monitor, and type the following pokes.

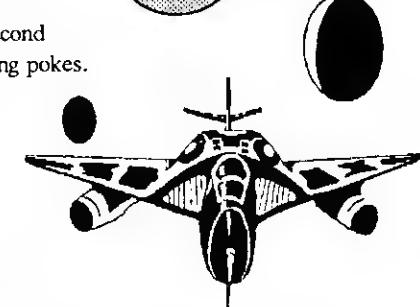
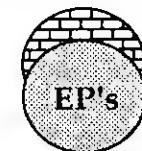
disable squadrons, type:

1C3E RTS (return) (return)

infinite shields, type:

1E27 NOP (return) NOP (return) (return)

100D (to start)



#### IEEE OLYMPICS

Clark Ward gets you off the streets:

Up only helps you with the first 2 events.  
Load the game as usual but stop just before the game starts.  
The timer runs out and wait until the time has reached '999.9' and start running again and when the 'pip' is heard the distance has run out.  
Please wait for the timer to run out.  
It takes some time.

#### GOLDRUSH + NETRUN 2000

Help from Peter Clark-Ward:

For keyboard owners:

Press F1 to start

When the game is playing press F1 to pause,  
press it again to un-pause.

It is best not to use thrust in Goldrush as  
there is no way of stopping the ship.

Instead, just rotate the ship and fire at the asteroids!

#### GERYMEDE

A Peter Clarke-Ward routine:

When loaded type:

20 MI=2.M=1E+2.S=2.L=1.OB=0

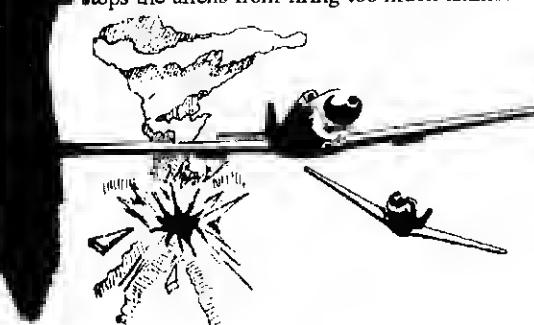
30 OM=0.P=2.Y=0:0=1E+10

And then run the program

#### BANDITS AT ZERO

Ok you Bandits, Aaron Gales here:

- 1) RESET
- 2) POKE 11100,234  
POKE 11101,234: Infinite shields
- 3) POKE 13526,96: Infinite energy
- 4) POKE 5967,96: Diagonal fire
- 5) POKE 14336,96: No energy
- 6) SYS 13284

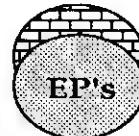


KES \* POKE \* POKE \* POKE \* POKE \* POKE \* POKE \* POKE

### SPECTIPEDE

Watch out insects, Aaron Gale is here.

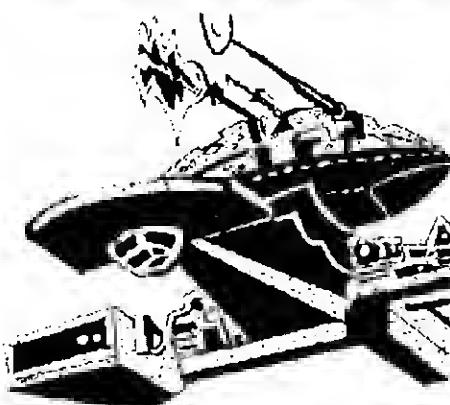
- 1) RESET
- 2) POKE 5105,96: Freeze enemy ship
- 3) POKE 5389,96: No spiders
- 4) POKE 5760,96: No worm
- 5) POKE 8712,X: X = Lives
- 6) POKE 6791,234  
POKE 6792,234: Infinite lives
- 7) SYS 4218



### SPACE ESCORT

Aaron Gale, escorts you through:

- 1) RESET/RUNSTOP: X RETURN
- 2) POKE 12438,X: X = lives
- 3) POKE 12979,234  
POKE 12980,234  
POKE 12981,234: Infinite lives
- 4) POKE 4775,96: spheroids bounce horizontally.
- 5) POKE 4995,96: Freeze Nasties
- 6) SYS 7701



### TYCOON TEX

Strap on your 6 gun, with Aaron Gale.

- 1) RESET
- 2) POKE 9376,234  
POKE 9377,234: Infinite lives
- 3) POKE 10966,X: X = Lives to choose from
- 4) POKE 7833,96: Invisible + Invincible
- 5) POKE 7895,96: Stops you falling down holes
- 6) SYS 6144

### 3-D MAZE

You won't get lost with Graham Vassie guidance on this:

LOAD, RESET INTO MONITOR  
POKE 12345,X (X=1 to 255 live)  
POKE 12350,X (X=1 to 255 levels)  
SYS 12705 (to start)

### PANIK

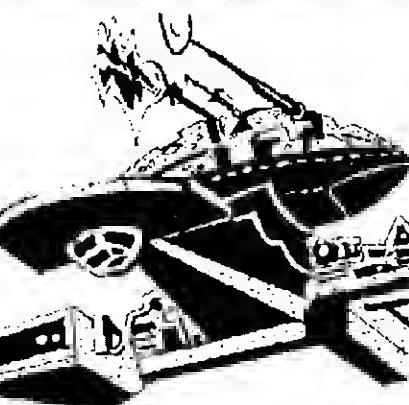
Don't panic Mr Mainwaring'  
Chris Archer's here  
Load and reset/runstop  
Type M33B3 and type 2C in first line  
Type X return, type run , return.



### PETALS OF DOOM

Flower Power with help from Aaron Gale.

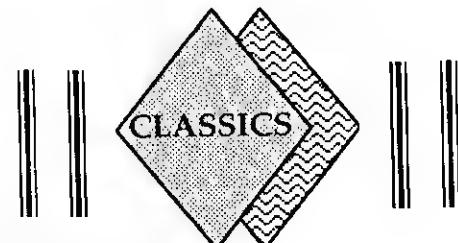
- 1) RESET
- 2) POKE 15719,234  
POKE 15720,234  
POKE 15721,234: Infinite Lives
- 3) POKE 9736,96: No stars
- 4) POKE 11423,96: No nasties
- 5) POKE 12648,96: Freeze nasties
- 6) SYS 15593



### FINGERS MALONE

Aaron Gale lets his fingers do the walking.

- 1) RESET
- 2) POKE 10186,234  
POKE 10187,234: Infinite lives
- 3) POKE 11226,X: X = lives
- 4) POKE 6161,96: speeds up game.
- 5) POKE 7385,96: Infinite time
- 6) SYS 5792: If game does not start reset and try SYS 5792 again

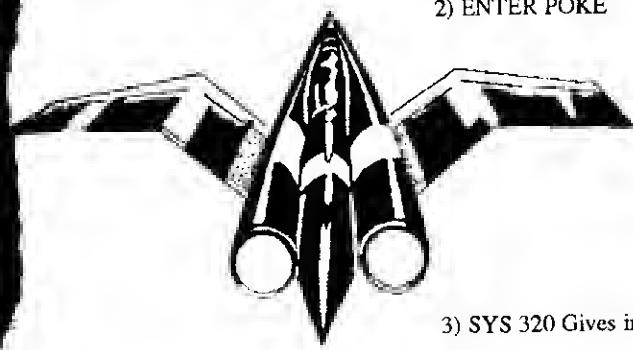


### ELIDO

Help from Chris Archer  
Load and reset/runstop  
Type M3C60 and put 38 in first line  
Stop time running  
Type M10D6 and put 2C in first line  
Keep the sinners in the bin  
Type G1068 to run.

### GUZZLER

Chris Archer helps Guzzler fans  
Load and runstop/reset  
Type M2341 and put 2C in the first line  
Type G3690 return to run.



### MONKEY MAGIC

Chris Archer doesn't give a monkey's with this one.

Load and reset/runstop  
Type MID70 and change 33 to FF, then  
Type G1020 to run, for infinite lives

### JOEY

Chris Archer's 'a pretty boy' with this effort.  
Load and runstop/reset  
Type M1680 and type 2C in first line  
Type G1020 to run

### GULLWING FALCON

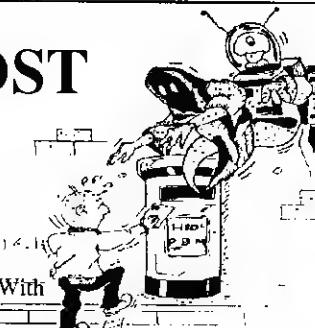
Blast away with help from Aaron Gale.

- 1) LOAD: When Novaload appears PRESS  
RESET/RUNSTOP: X: RETURN
- 2) ENTER POKE      406,169    POKE 414,167  
                        407,173    415,34  
                        408,141    416,169  
                        409,166    417,34  
                        410,34    418,141  
                        411,169    419,168  
                        412,160    420,34  
                        413,141    421,32  
                        422,0    422,32
- 3) SYS 320 Gives infinite lives.

# GOING FOR THE POST

**The World of P.B.M.**  
introduced by Jason Roseman

My intake of mail is gradually increasing and I hope you'll continue to write in with your comments and problems with PBM. With all the new readers out there, I'm expecting a lot more feedback.



This month, we relax the pace slightly. I was going to bring you a review of RYN but with all that I have recently seen happen in the PBM world, I thought we would postpone RYN for a month. It also gives me a chance to print some of your letters that I have received so far.

## NEWS

New from JADE GAMES is the game that boasts the longest title ever.

THE CHRONICLES OF THE KNIGHTS OF AVALON, is a fast paced (10 day turnaround) computer moderated fantasy with 100 players per game. Obviously this means large alliances and chaotic battles. Start-up is FREE and further turns at 70 pence for 7 orders make this the cheapest game around. (It's A Crime has just gone up in price for anyone about to write in). There will also be a bi-monthly newsletter to be edited by none other than myself. A full review should follow later, but due to there being no map locations to the game, I am totally confused and in two minds over its scores.....

A rival to the PBM Convention held annually in London has arisen. the National Gaming Club from Portsmouth is to hold a GIANT show in October. It will include most kinds of gaming, including a computer stand held by myself, but as the organisers of the show run their own PBM company, Jade Games, you can expect a high amount of PBM companies to attend with stands. More details can be got from the NGC care of Jade Games.

## SMALL TIME GAMING

Something I have never told you of before is the games run by amateurs or by one man companies. I shall be bringing you a special on these type of games nearer the end of the year, but for now, I'd like to tell you about STARRUN. It is GM'ed by Paul Harrison and boy (or girl!), does he do a good job. I have been playing Starrun for about 4 months after meeting Paul at the 2nd British PBM Convention. The game is set in the future, where criminals are lethal and are creating havoc throughout the system.

For this cause, Justice Bringers are being hired to capture or kill them. You can play the part of a good JB or a villain. Either way, you have to role-play your way to a high score and more importantly, a high bank account.

I have loved every minute of playing Starrun, and to compliment the pure fun of it, the prices are very fair. As well as the basic hand-written (sometimes computer printed) turn reports of over a page long, there is usually a double paged update of every thing that happens in the system. There

are also FREE information sheets or PLISH's as Paul calls them which can answer just about anything you want to know. Although this is not really a full review, I thought you might like to see the scores that STARRUN scored:

**Atmosphere:** 92% (plenty of GM controlled characters to find and data of the world you enter).

**Contact:** 68% (mostly with GM characters, but messages certainly fly).

**O' Great Ones:** 70% (Paul supplies plenty of freebies and GM's fairly).

**Value:** 56% (being hand written should be changed to computer to suit its setting and quality).

**E-Factor:** 59% (the originality of the players usually makes for amusing play but slow turnaround rather spoils it).

**Overall Judgement:** 2nd Class.....

## LETTERS

Hi Gregory Quinn in Northern Ireland at Co. Armagh:

I'm glad to hear of your column in What Now? I play in Starglobe 3, Vorcon Wars 61 and Cassus 19 and love PBM games. I feel I must disagree of your opinions of computer moderated games. I find them more enjoyable due to their fast turnaround, and if you have played Starglobe, it might change your mind. I regularly receive printouts 6 feet long with other extras like modules and fanzines. Anyway, success with the column, keep it up.

Well, I will. To comment, I have seen bits and pieces from Starglobe though have never played. I think you have probably found about the best computer moderated game around and being realistic, using printouts tends to influence this opinion. I doubt you would say the same if Starglobe had been Medieval Globe).

Hi Dave Allen, What Now?'s man at the strategic front:

I'm new to PBM and since I am rather new to the hobby, I was wondering if you could suggest a PBM magazine. I have heard of 'Flagship' but know little of it. I play Saturnalia, Further Fantasy and await start-up in Ac's and as you can see, I like RPG's (Role Playing Games). Maybe if you know of any others you can tell me.

Flagship is about the best dedicated PBM mag around. it costs £1.75 from PO Box 12, Aldridge, Walsall, West Midlands WS9 0TJ. You could also try a new mag, First Post from KG Pack, Walnut Lodge, 9 Kings Meadow Lane, Higham Ferrers, Northamptonshire NN9 8JE (£1).

Other Role Play PBM's include Faction Magician, Ryn and Nemstarion and stay tuned to this column for reviews of all of them. Try Starrun for something different).

Well, that's it for the rather larger column of this month. Don't forget that I'll be reviewing Ryn next issue. I'll also have a letter about someone who is starting their OWN PBM game using a Lem style game adapted over.

JADE GAMES/ National Gaming Club - PO Box 54, Southsea, Hants, PO4 0NA

STARRUN - 122 All Saints Avenue, Maidenhead, Berkshire, SL6 6LT

FACTION MAGICIAN - Newty Games, Railway Cottage, Pennance Road, Pennance, Larner, Cornwall, TR16 5TF

RYN-Ryn Games, 20 Southlawn Terrace, Heavitree, Exeter, Devon EX1 2SW

NEMSTARION - 48 Ledgers Road, Slouth, Berks, SL1 2RL

# Dotty Data What? Fun Page

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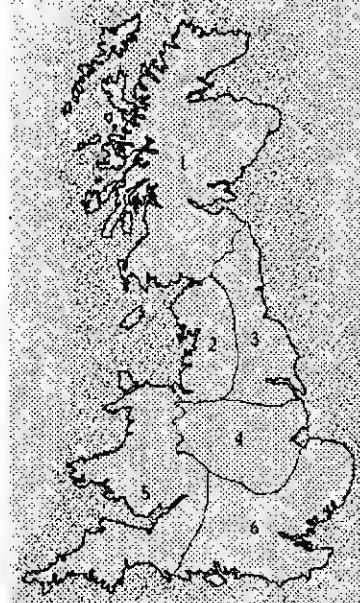
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\* NOTES \* NOTES \* NOTES \* NOTES \* NOTES \* NOTES \* NO